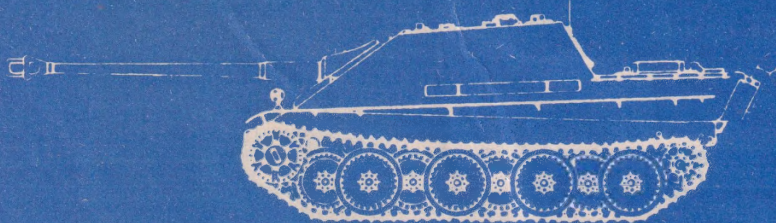


MILITARY SIMULATIONS PTY. LTD.



## MAIL ORDER CATALOG

Spring 1997

### MILITARY SIMULATIONS

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#### ShadowRun Trading Card Game

The year is 2058 AD. Advances in technology are astounding, with humans able to blend with computers and travel through the virtual reality known as the Matrix. No longer mere flesh, many humans have turned to artificial enhancements called cyberware to become more than human. But even more astonishing is the return of magic to the world. Elves, dwarves, dragons, orcs and trolls have resumed their true form, and spells and spirits serve those with the talent for controlling this legendary force.

In this ShadowRun trading card game, your goal is to assemble a team of shadowrunners to accomplish Objectives, such as killing a dragon or stealing cutting edge technology. Your opponent protects the Objectives with Challenges - things that get in the way of your runners - such as security guards, electric fences and fierce creatures. But you'll need to do some legwork before your run. You use money to pay your contacts for information and to supply your runners with weapons and other gear, which increases your team's odds of success. But be aware that the competition and opposition always fight harder than expected, and there's always a chance of being double crossed!

#### Harlequin Fantasy Miniatures Quality for Lower Prices

We now stock Harlequin Miniatures range of fantasy miniatures. Most of this range is 100% compatible for use with *Warhammer Fantasy Battles* and the average price is \$8.95 for three figures! Harlequin make a range of Undead, Barnorsk Orcs (your regular orcs), Kutoss Orcs (skinny orcs that could be Hobgoblins), great Barbarians, Wood Elves, High Elves, Shadow (Dark) Elves, Goblins, Nightlings (Night Goblins), a great range of monsters, Ver'men (Ratmen), Beastmen, Helsinians (15<sup>th</sup> Century humans), Drakul (Chaos), and Dwarves. They also make their own Raven Miniatures Rules. Check out pages 56, 62, and 63 in this catalog for the price list of Harlequin Miniatures.

#### 23 Years of Service

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

#### The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 10.00am to 2.00pm on the first and third Saturdays of each month.

LINED COAT

Gear (Armor)  
User receives Armor +1.  
Roll D6 after each use.  
On 5+, trash Lined Coat.  
May be used with Armored.

Due August '97  
Starter \$14.95  
Booster \$4.95

#### TSR Back on Track!

Wizards of the Coast have indeed taken over TSR, so money is once again flowing into the largest roleplaying game manufacturer. TSR are reprinting many core lines such as the *Players' Handbook*, and printing many new items, during the month of July. The next *Dragon* magazine is expected to be released at this time. We will see these items hit Australia in the first week of August. The role playing section of this catalog lists most of the revised release dates for TSR new products. Items listed as being released ?? may be released next year, and in some cases, may not be released at all. Wizards plan to support the stronger lines but let some of the weaker lines slide for now. *Greyhawk* may be making a comeback within the next twelve months!

#### Credit Card Phone Orders Welcome

- ☎ Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISA card number and we'll get your order off to you in 24 hours.

#### Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.00 for each \$100 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

#### ENQUIRIES

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.



## COLLECTABLE TRADING CARD GAMES

### Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

### Aliens Predator CCG

I'm really excited about this one! To be released by a co-operation between HarperPrism and Precedence Printing. There will be three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. At the beginning of each game a scenario is chosen and each deck type has different goals. Predator's goal is to collect trophies...and the more equipment he starts with, the more trophies he has to win. The Aliens start the weakest and with very limited numbers...their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms. Terrain cards create customised battlefields. Initial scenarios are set on a starship and at an outpost. *Due Sept '97.*

Alien Starter Deck (60 cards + rules)	.....\$14.95
Predator Starter Deck (60 cards + rules)	.....\$14.95
Marine Starter Deck (60 cards + rules)	.....\$14.95
Alien Predator Booster Pack (15 cards)	.....\$4.95
Alien Predator Booster Display (540 cards)	.....\$162.00

### Arcadia II: King Ironheart

**WHT Arcadia II: King Ironheart's Madness**

The second trading card game set in the Changeling universe, which introduces new concepts that expand the gaming card genre. Enter a world crafted from the dreams and nightmares of mortals. Undertake a daring mission of espionage and sabotage against the Mad King Ironheart. Begin the adventure of a lifetime. Welcome to Arcadia. Set in Mechopolis, the capital city of Middlemarch. This is a nightmare city of iron, growing out of control, a twisted mechanical cancer devouring the landscape around it, darkening the skies with its smoke, thickening the sea and rivers with its industrial sludge. In its labyrinthine bowels, tortured slaves work to keep its Fack Tories running. At its borders, cog armies crush its enemies, making way for the dark city's further expansion. And high in the gargantuan tower of iron at the city's centre, the Mad King Ironheart cackles happily at all of this. He calls this "progress". But there are those who disagree - like you. There are no starter decks, you need to buy a Character Booster and a Story Booster, and you can play. A single card found in the booster packs contains all the rules needed.

Arcadia II: Character Booster (15 cards)	.....\$4.00
Arcadia II: CB Display (360 cards)	.....\$129.00
Arcadia II: Story Booster (15 cards)	.....\$4.00
Arcadia II: SB Display (360 cards)	.....\$129.00

### BattleTech

**WIZ BattleTech White Border**

The limited black border version sold out the world around in about one week. The so called *Unlimited* version will in fact also be limited, but having white borders instead of black. We advise you to pre-order well in advance. An all new trading card game from the makers of Magic the Gathering. Based on FASA's BattleTech boardgame, this newest trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! In the BattleTech boardgame you control lances of four mechs, in this card game you are a high ranking general or House leader, who uses mechs and subterfuge to defeat his enemies. There are three different types of cards; mechs, which are the combatants of the game (and lots of them!); mission cards, which are meant to aid your mechs or hinder those of your opponent; and command cards, which represent the resources you use to build, or construct, your mechs and other projects. There are over 300 cards in the set.

BattleTech Starter Deck 60 cards, rules, dice	.....\$15.95
BattleTech Starter Display 600 cards	.....\$144.00
BattleTech Booster Pack 15 cards	.....\$5.00
BattleTech Booster Display 540 cards	.....\$162.00
Counterstrike Booster Pack 15 cards	.....\$5.00
Counterstrike Booster Display 540 cards	.....\$162.00
The first expansion to BattleTech brings new Mechs and legendary personalities to the battlefield. Players can include the abilities of the universe's most powerful warriors, such as Adam Steiner and Ulrich Kerensky, and new mechs such as Daishi Prime, Annihilator, Hermes.	
Mercenaries Booster Pack 15 cards <i>Due Aug.</i>	.....\$5.00
Mercenaries Booster Display 540 cards. <i>Aug.</i>	.....\$162.00
The second expansion to BattleTech brings Mercenaries to the game.	

### DiceMaster

**IRO DiceMaster Collectible Dice Game**

A collectible dice game, like *Dragon Dice*. Now players can enjoy complete, character based adventures with nothing more than a beautiful set of custom-crafted dice. Takes about 15 minutes to learn how to play, and then you pick a character and embark on a series of

journeys, hoping to be the first character to gather six clues to solve the mystery set before you.

**Cities of Doom Basic Set**.....\$39.95  
With 31 6-sided dice and one 8-sided die, and rules. The D6s come in three sizes. Each player needs a *Cities of Doom Basic Set* to play this game.

**Wilds of Doom Wilderness Set**.....\$32.95  
Includes 24 6-sided dice, one D10 and one D12, a dice bag and tray. To use this expansion you must own *Cities of Doom Basic Set*.

**Doom Cubes Booster Expansion**.....\$9.95  
Includes 7 6-sided dice and one D10 or D12, chosen randomly from 100 different dice. With these dice you can start playing "advanced game options" of *Dicemaster*.

### Dixie

**COL DIXIE: Bull Run Factory Set**

This boxed set contains every single BULL RUN card that were previously available as Starter Decks. In total there are 200 cards. This is a trading card game for the wargamer - the game feels like a miniatures game, with a battleline with two flanks and a centre, with reserves, terrain types, units of infantry, cavalry, artillery, and leaders. Every unit at Bull Run is found in the cards. ....\$49.95

**COL DIXIE: Shiloh Factory Set**

This boxed set contains every single SHILOH card that were previously available as Starter Decks. In total there are 400 cards. This is a stand alone expansion for Bull Run. The cards depict every regiment, battery and brigade officer present at the Battle of Shiloh, the first major battle of the US Civil War in the Western Theatre of 1862. ....\$94.95

**COL DIXIE: Gettysburg Factory Set**

We never got in the Gettysburg Starter Decks, but this is a great deal. This boxed set contains one each of all 250 Gettysburg trading game cards. The game plays by itself, and the cards depict every regiment, battery and brigade officer present at the Battle of Gettysburg, the most significant battle of the American Civil War. Players field their troop cards left, center and right, with a reserve behind the centre. To win you must occupy two of the opponents battle areas. You can also add terrain cards to enhance your defence, artillery has short and long range, you can use counter-battery fire, each unit has point values, counters are included to record hits on your units, generals don't count towards stacking limits and better generals add significant bonuses. Advanced rules allow a wider battlefield and larger armies, outflanking, decoys, etc. Recommended. ....\$64.95

**COL Eagles - Waterloo Factory Set**

This boxed set contains every single card for EAGLES, the Waterloo trading card game, where Wellington and Blücher dealt Napoleon his final defeat. The cards depict French, British, Dutch and Prussian regiments and generals from the battles of Ligny, Quatre Bras, Wavre and Waterloo. The game plays like a miniatures' game, so is very popular with wargamers. Can you as Napoleon out manoeuvre and defeat the Prussians and British? Can your cavalry crush the British squares?.....\$74.95

### Dragon Dice

**TSR Dragon Dice Collectable Trading Dice Game**

First there were collectable trading cards - and now - collectable trading dice! This Game boxed set contains a unique mixture of collectable dice. Each player creates an army from the dice that he has collected, and roll dice to combat one another while striving to control the battlefield. There are over 300 dice in the set. The dice are colorful and come in many sizes.

Dragon Dice Starter Game 24 dice + rules	.....\$20.00
Each Game boxed set contains 24 dice with varying degrees of rarity.	
Dragon Dice Kicker Pack 2: Firewalkers (8 dice)	.....\$6.50
Features all-new dice, bringing a new race and more new abilities to the game. Also expanded rules	.....Display \$70.00
Dragon Dice Kicker Pack 3: Undead (8 dice)	.....\$6.00
Armies of undead march into battle, forever changing the structure of power in the game. Also has expanded rules	.....Display \$65.00
Dragon Dice Expansion: Magestorm! 18 dice	.....\$18.00
This deluxe expansion introduces magical items to the game. Also includes artifacts, new terrains, & elemental creatures. With 18 randomly assorted dice, dice bag, expanded rules.	

### Legend of the Five Rings

**FIV Battle Of Beiden Pass**

The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules. The game is about two mighty samurai armies clashing at the crossroads of the Emerald Empire, featuring combat, politics and intrigue. These black bordered cards feature stunning art. ....\$35.00

**FIV Legend of the Five Rings: Emerald Edition**

Becoming a very popular game, with absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. Six

clans, the traditional defenders of the Empire, have each announced their rightful claim to an empty Emerald Throne. Many months have passed since the War for the Throne began. The once green and pleasant fields of Rokugan are now crimson from the blood of fallen samurai and burned black by the sorcerous fires of the magic wielding shugenja. While some Clans struggle to support the dying Emperor, others plan to overthrow him through treachery. And somewhere in the Empire, an ancient evil waits to be reborn, and prepares a revenge so diabolical that it may mean the destructions of the whole Emerald Empire. There are two decks each of six different Clans in each Starter Display.

<b>Legend of 5 Rings Emerald Starter Decks</b> 60 cards + rules	
○ <b>Lion Clan Deck</b> The Lion army under the leadership of Matsuo Tsuke continues its relentless attack upon the Crane Clan. Proud and honorable, the flowing manes of the Lion samurai warn their enemies of their ferocity in battle. ....	\$12.50
○ <b>Crane Clan Deck</b> With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they still control the political movements within Rokugan. But they also have allies: a small army of ronin and the Phoenix Clan. ....	\$12.50
○ <b> Unicorn Clan Deck</b> The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire. Strong in magic and possessing the best Samurai cavalry in the Empire.....	\$12.50
○ <b>Dragon Clan Deck</b> Mysterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, although now masterless, the best general in the Empire. ....	\$12.50
○ <b>Crab Clan Deck</b> These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi, leading the Dragon Clan's army. ....	\$12.50
○ <b>Phoenix Clan Deck</b> The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one. ....	\$12.50
<b>Legend of 5 Rings Emerald Starter Display</b> 720 cards.....	\$135.00
<b>Legend of 5 Rings Emerald Booster Packs</b> 15 cards.....	\$3.75
<b>Legend of 5 Rings Emerald Booster Display</b> 540 cards.....	\$121.00
There are over 300 different cards in the Emerald Edition.	

**FIV Shadowlands**

Five months have passed since the war began, and there is no sign of peace. The Six Clans of the Emerald Empire have all paid the price for turning against each other. Armies of gibbering dead men march against the Clans gaiting victory after victory, turning their victims into mad, mindless slaves. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.

○ <b>Naga Deck</b> The serpent folk. They have come to Rokugan for a single purpose, to stop the Shadowlands, even if it means the destruction of the Emerald Empire. But while the Clans turn their concern to their borders, another evil is brewing inside the Empire...Clan Scorpion. ....	\$12.50
○ <b>Clan Scorpion Deck</b> This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength and is ready to once again try to take the Emerald Throne. ....	\$12.50
<b>Shadowlands Starter Display</b> 720 cards.....	\$135.00
<b>Shadowlands Booster Packs</b> 15 cards.....	\$3.75
<b>Shadowlands Starter Display</b> 540 cards.....	\$121.00
There are over 150 different cards in the Emerald Edition.	

**FIV Forbidden Knowledge**

The next installment in the story of the Emerald Empire. Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. The Crab fight a war on two fronts, the Crane is crippled by Scorpion; The Lion Champion follows a samurai-maiden into a trap; while the Phoenix are slowly corrupted by their scrolls; the Unicorns face the Shadowlands alone.

<b>Forbidden Knowledge Booster Packs</b> 11 cards.....	\$2.50
<b>Forbidden Knowledge Booster Display</b> 506 cards.....	\$99.95
There are over 150 different cards in the Forbidden Knowledge.	

**FIV Anvil of Despair**

The next installment in the story of the Emerald Empire, The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains, the Lion Clan defends the Emperor from the armies of the Crab Clan; the Phoenix are being corrupted by evil magics; and the Unicorns are feeling the toll of the war. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

<b>Anvil of Despair Starter Decks</b> 60 cards + rules	
○ <b>Junzo's Army</b> The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries twist and corrupt the samurai into contorted mockeries of their former selves. Soon they will fight alongside the Shadowlands creatures. ....	\$9.95
○ <b>Toturi's Army</b> The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion, as they set out to save the Empire. Each deck has a random assortment of cards. ....	\$9.95
<b>Anvil of Despair Starter Display</b> 720 cards.....	\$108.00
<b>Anvil of Despair Booster Packs</b> 11 cards.....	\$2.50
<b>Anvil of Despair Booster Display</b> 506 cards.....	\$99.95
There are over 150 different cards in the Anvil of Despair.	

**FIV Crimson & Jade**

The next installment in the story of the Emerald Empire. The Clans have finally realised their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army, in service of the



ancient master Fu Leng. But two new allies join the fray: the Shintao Monks and Yoritomo, the Mantis Champion, bringing a new army from the south. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

○ **Yoritomo's Alliance Deck** The minor clans have gathered under the banner of Yoritomo, the Mantis Clan Champion. His army is motivated by the chance to receive greatness and greed. **\$10.95**  
 ○ **Monk Clan Deck** Wishing peace, but being attacked by Junzo's evil minions, this Clan has joined the war. Armed only with their wisdom and ancient prophecies, this clan waits for the right time to face Fu Leng one last time. **\$10.95**  
**Crimson & Jade Starter Display 720 cards.....\$118.00**  
**Crimson & Jade Booster Packs 11 cards.....\$2.75**  
**Crimson & Jade Booster Display 506 cards.....\$113.00**  
 There are over 150 different cards in **Crimson & Jade**.

## Magic: the Gathering

### WIZ Portal; Easy to Play Introduction to Magic

A new introductory approach to *Magic the Gathering*. Introduces 215 new cards that make it easy to learn *Magic*. As with *Magic*, Portal is a strategic card game set in the mythical and fantastical world of Dominia. Using their cards to cast spells and summon creatures, two players "duel" against each other for control of Dominia's land. A game can be played in 15 to 30 minutes. Each *Portal Starter Set* includes everything needed for play.

**Portal Starter Set.....\$14.95**  
 Contains two preconstructed 35 card decks, a booster pack with 15 random cards, a strategy tip card, a detailed play guide, two paper playmats, and an easy to follow rulebook. Note: every Starter Set is the same!

**Portal Booster Pack.....\$4.75**  
 Contains 15 random cards selected from the 215 different cards in the set.

### WIZ Magic: Quick Start Set - Rivals

An introductory game to *Magic* featuring preconstructed decks with step-by-step guides for two players. With two 57 card preconstructed decks, each divided into basic and advanced concepts, a step by step guide for each player with easy to understand instructions, three quick reference cards, a newly revised easy to follow rulebook, and a mini-Duelist magazine with advanced strategies. **\$36.00**

### WIZ Magic: 5th Edition

Now in its 5th Edition, *Magic: The Gathering* is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast, and is the first product in the Deckmaster System. To play, two players shuffle and cut each other's decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder from the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The loser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called forth to do battle against the opponent.

**Magic 5th Ed Starter Deck 60 cards + rules.....\$14.95**  
**Starter Deck Display 720 cards.....\$162.00**  
 This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.  
**Magic: 5th Edition Booster Pack 15 cards.....\$4.75**  
**Magic: 5th Edition Booster Pack Display 540 cards.....\$153.00**

**Magic: The Dark Booster Pack 8 cards.....\$10.00**  
**The Dark Display 480 cards.....\$570.00**  
 The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.

**Magic: Fallen Empires Booster Pack 8 cards.....\$3.00**  
**Fallen Emp Display 480 cards.....\$150.00**  
 In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpaadians to fight for their very survival. Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators into your duels.

**Magic: Chronicles Booster Pack 12 cards.....\$4.00**  
**Chronicles Display 540 cards.....\$150.00**  
 This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. These cards have white borders.  
**Homelands Booster Pack 8 cards.....\$3.00**  
**Homelands Booster Pack (480 cards).....\$150.00**  
 Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.

**Magic: Visions Booster pack 15 cards.....\$4.75**  
**Magic: Visions Booster Display 540 cards.....\$153.00**  
 Over 160 new cards that can be played with *Magic*, Ice Age or *Mirage*. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.

**Magic: Weatherlight Booster pack 15 cards.....\$4.75**  
**Magic: Weatherlight Booster Display 540 cards.....\$153.00**  
 A limited black border expansion with over 160 new cards that can be played with *Magic*, Ice Age or *Mirage*.

### WIZ Magic: Ice Age

*Ice Age* can be played by itself as a stand-alone game, or used as a standard expansion for *Magic the Gathering*. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold. You may have the skills to survive, but can you withstand the icy wilderness of Dominaria's Ice Age?

**Ice Age Starter Deck 60 cards + rules.....\$15.95**  
**Starter Display (600 cards).....\$144.00**  
**Ice Age Booster Pack 15 cards.....\$4.95**  
**Booster Display (540 cards).....\$162.00**  
**Alliances Booster Pack 12 cards.....\$4.50**  
**Alliances Display (540 cards).....\$145.00**  
 As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either *Magic* or *Ice Age* games.

### WIZ Magic: Mirage

An expansion like *Ice Age* that can be played with *Magic* or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Tefen's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants. The artwork is a definite improvement over previous *Magic* releases.

**Mirage Starter Deck 60 cards + rules.....\$14.95**  
**Mirage Starter Display (720 cards).....\$162.00**  
**Mirage Booster Pack (15 cards).....\$4.95**  
**Mirage Booster Display (540 cards).....\$162.00**

### WIZ Magic Card Boxes.....\$7.50

Wizards of the Coast have released two styles of full color *Magic* card boxes, each high quality box able to hold 1,200 *Magic* cards. The boxes are shipped flat and are easily assembled. There are two types: *Mirage Card Box*, all of which are the same color, and *Mana Card Box*, which you can choose from Black, Red, Blue, Green, White.

### WIZ Magic: Pocket Players Guide 5th Aug?.....\$17.50

A paperback book that contains updated rules for *Magic the Gathering*, along with examples to illustrate play and conversion notes for players used to the original *Magic* rules. Provides tips on how to maximize your game skills using deck-building strategies. Also answers to your *Magic* questions, rules for league play, tournament play, and multi-player games. Also a complete card list.

## Middle Earth: The Wizards

### ICE Middle Earth 2 Player Starter Set

A special two player starter set with specially assembled decks and Initial Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Saruman. Includes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers. **August \$36.00**

### ICE Middle Earth: The Wizards Limited Edition

During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. The five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshal the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 480+ cards in this Limited Edition 1st printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. The artwork so successfully captures the spirit and theme of Middle Earth. The game is quite different to other trading card games, in that it is not about killing your opponents' characters or defeating his armies. This game is much more strategic. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshalls together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

**Middle Earth Starter Deck 76 cards + rules.....\$15.00**  
**Middle Earth Starter Display 760 cards.....\$135.00**  
**Middle Earth Booster Pack 15 cards.....\$5.00**  
**Middle Earth Booster Display 540 cards.....\$162.00**  
**Middle Earth: The Dragons Booster Pack 15 cards.....\$5.00**  
**The Dragons Booster Display 540 cards.....\$162.00**  
 The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. You can ride with Smaug like Bilbo the Hobbit, match wits with Agurbaran to discover his drakish flaw, and steal a priceless artifact while Scatha lies sleeping. This booster set contains 180 new black border cards. Beautiful artwork.  
**Middle Earth: Dark Minions 15 cards Special.....\$3.00**  
**Dark Minions Booster Display 540 cards Special.....\$97.00**

180 new cards including agents such as Grima Wormtongue and Bill Ferny, who can move from site to site hindering companies; Under-deeps such as the awful Under-gates of Moria or the foul Sulfur-deeps

of Dol Guldur; Minions Stir such as Undead, and Orcs and Trolls start organizing for combat, and you must even content with frightened or captured characters; Quests - new missions with new challenges. This booster set contains 180 new black border cards. Beautiful artwork.

### ICE Middle Earth: The Lidless Eye Limited Edition

With the release of this fully compatible and stand alone supplement, players will be able to play one of the nine Nazgul, the shadowy Ringwraiths in the service of Sauron, and use minions as "characters", forming companies and gathering power to advance Sauron's cause in Middle Earth. Your goal is to martial enough resources so that Sauron will be confident enough to send you and your armies to launch the first blow necessary to crush the Free Peoples. Has over 350 cards with beautiful artwork, including all the various minion sites that Ringwraiths can use such as Dol Guldur, Carn Dum, etc., with rules in the Starter Decks. You can compete against opponents playing as wizards, or as other Ringwraiths.

**ME: The Lidless Eye Starter Deck 76 cards + rules.....\$15.95**  
**ME: The Lidless Eye Starter Display 760 cards.....\$144.00**  
**ME: The Lidless Eye Booster Pack 15 cards.....\$4.50**  
**ME: The Lidless Eye Booster Display 540 cards.....\$145.00**

### ICE Middle Earth Gift Set

A sturdy deluxe box with full color art that doubles as storage for 1,000 cards. Includes US \$43.50 value of cards inside, as well as dice, card list booklets, 2 plastic hobbits, rules with examples, and a full color map with marshalling point tracker. **\$90.00**

○ **Middle Earth: The Wizards Companion** This companion book features annotated rules loaded with examples, in an easy to read format, including guidelines and clarifications; a comprehensive card list, a collection of scenarios for play; tournament guidelines, 6 pages of full color maps, depicting regions, sites, factions, etc. **\$14.00**

○ **Middle Earth: The Wizards Players Guide** Features a strategy guide with ideas about deck-building, game mechanics, and tactical and strategic planning; detailed descriptions of every character, site, resource and hazard card; five sample decks; a thorough card-based index, etc. **\$21.50**

○ **Middle Earth: The Dragons Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis of all 180 cards; sample decks; tournament rules and card errata; and card tables. **\$15.00**

○ **Middle Earth: Dark Minions Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis of all 180 cards; five sample decks; tournament rules and card errata; and card tables. **\$15.00**

○ **Middle Earth: CCG Maps** Each of the two full color maps can be used as an attractive game board and reference tool for players. One map is 17"x11.5" and fits in a standard 3-ring binder. The other is 23.5" x 17" and includes information concerning which types of cards are playable at each site. **\$24.95**

## Mythos - Cthulhu Collectable Card Game

### CHA Mythos - The Cthulhu Collectable Card Game

The goal of the *Mythos* game is to travel to various locations described in the tales by Lovecraft, gathering allies, tomes, spells, and artifacts, while trying to avoid being driven insane. The game works for two or more players, with a two player session lasting from 30 - 60 minutes. Each additional player adds 20 minutes to the game. There are a number of different investigators, each with different skills, different beginning sanity values, and other slight variances. There are 400 cards in the complete series, which includes Starter displays, the first Booster, and two further Booster expansions.

**Mythos: Standard Game Set.....\$25.00**  
 This game contains new cards that are completely compatible with the Limited Ed *Mythos* Starter Decks, now sold out. This game includes two customized 52 card decks, a corrupt deck and a steadfast deck. Each game consists of the same cards.

**Legends of the Necronomicon Booster # 3 13 cards.....\$6.00**  
**Legends of the Necronomicon Display.....\$194.00**  
 Explores the Middle East and the continent in a search for that fabled tome handwritten on 900 manuscript pages by a mad arab.

### The Art of Playing Mythos: A Tome of Arcane Law \$18.00

This includes an updated version of the rules, complete card listings, deck construction ideas, and descriptions of the cards and their place in Lovecraftian literature.

## Netrunner (Cyberpunk)

### WIZ Netrunner (Cyberpunk) Limited Ed

The newest Deckmaster game from Richard Garfield, set in the dark techno-future of Cyberpunk. In the vast expanse of cyberspace, ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. But Netrunners hack the system, infiltrating dataforts to liberate information. Outside, Corporations rule the world. You can have control of one corporation, what will you do with it? Or you can be a Netrunner, slamming into cyberspace to steal information from the Corporations.

**Netrunner Double Starter Deck 120 cards + rules.....\$36.00**  
**Starter Deck Display 720 cards.....\$194.00**  
**Netrunner Booster Pack 15 cards.....\$6.00**  
**Booster Pack Display 540 cards.....\$194.00**  
**Proteus Booster Pack 15 cards.....\$4.00**  
**Proteus Booster Pack Display 540 cards.....\$129.00**

Discover the products of the new tech Max Forward discovered by breaking into an old data fort - ice capable of transmuting into completely different countermeasures. Whether you're Runner or Corp, expect a few changes.



## Spellfire

### TSR Spellfire 4th Edition

Its no match for Magic, but it keeps on selling, being popular with die hard AD&D players. And now it has just been re-released as a Fourth Edition. With this expanded Fourth Edition Starter Deck you can destroy your opponents' empires with the spells, characters, and realms of the AD&D game worlds. 4th Edition is specially designed to defeat previous editions and booster packs. More than 150 revised cards replace obsolete cards from previous editions - and make any new player a worthy foe.

**Spellfire Starter Deck 4th Edition** 110 cards + rules .....\$20.00  
**Starter Display** .....\$108.00  
 Revised rules for new character classes of Regent and Psionicist, unarmed combat Hero cards, new tournament rules.

### Master of the Magic: Spellfire Reference Guide \$14.95

Includes the latest edition of the game rules, complete with diagrams and examples. Other chapters discuss strategies for building decks, tactics for playing the game, rule variations and tournament rules. All 797 individual Spellfire cards printed in 1994 are shown in full color with their rarity.

### Spellfire Reference Guide Vol 2 \$30.00

The latest edition of the game rules, with diagrams and examples. Strategies for building decks, tactics, rules variations, and tournament rules, & color pictures of over 1,000 cards.

## Star Trek Next Generation

### DEC Star Trek Introductory Two Player Game

There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe; and two black border cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, G'ral and Ja'rod. The Federation set has three black bordered cards, Admiral Picard, Commander Data, & Commander Troy. \$40.00 each

### DEC Star Trek Next Generation

By Decipher Inc, who brought us HOW TO HOST A MURDER, including one set in the Star Trek Next Generation Universe. The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fanatics, trading card collectors, and players of games such as Magic, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include mission cards, which are laid out in a spaceline for both players to attempt to carry out - you achieve victory points for each mission completed; dilemma and interrupt cards, which you play on your opponent to slow his attempt to achieve missions; artifact cards; outpost cards, where you dock & launch ships, personnel appear, etc; ship cards, for all three races and non-aligned races, & which rate range, weapons, shields; personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages.

**Star Trek Unlimited Starter Deck** 60 cards + rules .....\$20.00  
**Unlimited Starter Display** .....\$194.00  
 These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.

**Star Trek Black Border Starter Decks** 60 cards + rules .....\$20.00  
**Limited Starter Disp** .....\$216.00

We've been able to dig up some of the original, first Black Border Printing of the Star Trek Next Generation Card Game. Each Starter Deck is still in its original shrink film.

**Star Trek Next Generation: Booster Pack** 15 cards .....\$5.50  
**Unlimited Booster Disp** .....\$178.00

A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.

**Alternate Universe Expansion** 15 cards .....\$5.00  
**Alternate Universe Display** .....\$162.00

This first expansion contains 122 new cards. 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existence. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. The 1st Ultra-Rare Card, which is randomly packaged amongst Alternate Universe Packs, is of the Future Enterprise.

**Q-Continium Booster Pack** 15 cards .....\$5.00  
**Q-Continium Booster Display** 540 cards .....\$162.00

The second expansion for Star Trek, this one features Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.

**First Contact Movie Booster Pack** 15 cards .....\$4.95  
**First Contact Movie Booster Display** 540 cards .....\$162.00

The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. *Due July*.

**Holodeck Adventures Booster Pack** 15 cards .....\$4.95  
**Holodeck Adventures Booster Display** 540 cards .....\$162.00

The next expansion for Star Trek, featuring the many adventures experienced in the holo decks on the Enterprises, as well as other cards. *Due late November*.

### Star Trek Next Gen. Card Game Factory Set \$150.00

This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. **Note Special Price**

### Star Trek First Anthology \$50.00

A limited edition heavy duty cardboard box that fits over 800 Star Trek Cards. Inside the box are two Unlimited Starter Decks, two Unlimited Booster Packs, two packs of Alternate Universe, Q-Continium, the Warp Pack, and six cards never seen before: Quark, Paris, Tuvok, Orb of Prophecy and Change, Dr Telek R'Mor and Garak; and a rules supplement.

## Star Trek Collectible Dice Game

### FIV Star Trek Next Gen First Contact Dice Game

By Five Rings Publishing, this is a collectible dice game set in the Star Trek Next Generation First Contact movie. You are in command of either the USS Enterprise, or of the Borg spheroid ship. The two ships battle to the death. Each Starter Boxed Set contains everything you need to use that particular ship in a game.

**USS Enterprise Starter Boxed Set** .....\$29.95

Your dice represent your warp core, reserve power, shield strength, phasers, quantum torpedoes, damage control, impulse power, crew, etc. Includes: 25 x 20mm dice, being 3x D6, 5 x D8, 6 x D10, 7 x D12 and 4 x D20; a full color Bridge control panel, a full color ship shield and icon chart, a 24 page book of rules. The Borg dice are black and ominous!

**Borg Spheroid Ship Starter Boxed Set** .....\$29.95

This is the Borg Spheroid time travelling ship, not the Cube ship. Your dice represent your warp core, reserve power, shield strength, weapon systems, damage control, crew, etc. Includes: 25 x 20mm dice, being 3x D6, 5 x D8, 6 x D10, 7 x D12 and 4 x D20; a full color Bridge control panel, a full color ship shield and icon chart, a 24 page book of rules. The Borg dice are black and ominous!

**Klingon Vor'cha Starter Boxed Set** *Due Sept.* .....\$29.95

Your dice represent your warp core, reserve power, shield strength, weapon systems, damage control, crew, etc. Includes: 25 x 20mm dice, being 3x D6, 5 x D8, 6 x D10, 7 x D12 and 4 x D20; a full color Bridge control panel, a full color ship shield and icon chart, a 36 page book of rules.

**Federation Galaxy Class Starter Set** *Due Sept.* .....\$29.95

Your dice represent your warp core, reserve power, shield strength, weapon systems, damage control, crew, etc. Includes: 25 x 20mm dice, being 3x D6, 5 x D8, 6 x D10, 7 x D12 and 4 x D20; a full color Bridge control panel, a full color ship shield and icon chart, a 36 page book of rules.

## Star Wars

### DEC Star Wars Premiere Introductory 2 Player Game

The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galactic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader. \$40.00

### DEC Star Wars Unlimited Edition

Decipher, the people who brought us Star Trek Next Gen Trading Card Game, have also done Star Wars as a trading card game. This are the White Bordered unlimited Edition Cards. With the game, players control, alter and feed the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie, and include Capital Starships, Starfighters, Vehicles, Weapons, Devices, Effects, Interrupts, Pilots, Warriors, Characters from the Alliance, Empire, Droids, Aliens, etc. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor; the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.

**Star Wars Starter Deck** 60 cards + rules .....\$15.00  
**Starter Deck Display** (720 cards) .....\$162.00

**Star Wars Booster Pack** 15 cards .....\$4.50  
**Booster Pack Display** (540 cards) .....\$145.00

**Star Wars Limited Booster Pack** (15 cards) .....\$8.00  
**Star Wars Limited Booster Display** (540 cards) .....\$259.00

**New Hope Booster Pack** 15 cards .....\$4.50  
**New Hope Booster Display** (540 cards) .....\$145.00

Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.

**Hoth: Empire Strikes Back Booster Pack** 15 cards .....\$4.95  
**Hoth: Empire Strikes Back Booster Display** (540) .....\$162.00

One of three booster expansions set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. There are new rules, revisions of old rules, and a ton of cool new cards. Each of the game mechanisms is designed to increase strategic possibilities and add depth to the game. The *Hoth: Main Power Generators* card is one of the biggest and most interesting game functions in the set.

**Dagobah: Empire Strikes Back Booster Pack** 9 cards .....\$3.00  
**Dagobah: Empire Strikes Back Booster Display** 540 cards .....\$162.00

Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters and their ships, and Dagobah locations. Boba Fett is not included! Features 180 new limited edition cards.

**Cloud City ESB Booster Pack** 15 cards .....\$4.95  
**Cloud City ESB Booster Pack Display** 540 cards .....\$162.00

The next expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc. *Due late July*.

**Scyre Magazine # 4/2: With Gold Leader & Red Leader** .....\$9.95  
 Scyre Magazine # 4/2 contains two limited release Star Wars cards, Gold Leader in his Y-Wing and Red Leader in his X-Wing, so that you can use them in your assaults on the Death Star! Stocks are limited.

### Star Wars First Anthology \$50.00

A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are two Unlimited Starter Decks, two limited New Hope Packs, two packs of Hoth, a Jedi Pack, six cards never seen before - Boba Fett, Commander Wedge Antilles, the Death Star Assault Squadron, X-Wing Assault Squadron, Jabba's influence, & Hoth and Run; and a rules supplement.

## Vampire: The Eternal Struggle

### WIZ Vampire: The Eternal Struggle

Wizards of the Coast have released 2nd Edition Jihad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jihad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

**Vampire: TES Starter Deck** 76 cards + rules .....\$18.00  
**Starter Display** (760 cards) .....\$162.00

**Vampire: TES Booster Pack** 19 cards .....\$5.00  
**Booster Display** (684 cards) .....\$162.00

**Dark Sovereigns Booster Pack** (15 cards) .....\$5.00  
**Dark Sovereigns Booster Disp** (540 cards) .....\$162.00

Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the set.

**Ancient Hearts Booster Pack** 12 cards .....\$4.00  
**Ancient Hearts Booster Disp** (540 cards) .....\$162.00

The tragic legacies of Mediterranean Kindred: the Camarilla, Assamite, & Set.

**The Sabbat Booster Pack** (28 cards) .....\$6.95  
**The Sabbat Booster Display** (672 cards) .....\$150.00

Limited print run of over 400 new cards. The Sabbat. Savage, diabolic. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.

## X-Files

### USP X-Files Trading Card Game

The X-Files collectable trading card game features photos taken directly from the award-winning show featuring Special Agents Fox Mulder and Dana Scully. The cards are designed to look like reports and files from the desks of the FBI and should appeal to both gamers and non-gamers alike. Covers the first season and the encounters that Scully and Mulder had that year, from weird critters to government plots and cover-ups. The objective: to identify your opponent's X-File while protecting the identity of your own X-File. Your resources are a team of FBI Special Agents, investigative equipment, witnesses and more. The challenge: overcome conspiracies and government cover ups as well as paranormal phenomena and supernatural activities as you attempt to solve the mysteries of the X-Files.

**X-Files Starter Deck** (60 cards + rules) .....\$15.00  
**X-Files Starter Deck Display** (720 cards) .....\$172.00

**X-Files Booster Packs** (15 cards) .....\$4.00  
**X-Files Booster Pack Display** (540 cards) .....\$129.00

**X-Files Season III Booster Pack** 15 cards .....\$4.95

## Trading Card Accessories

### CRF81100 DECK PROTECTORS \$10.00

These Ultra Pro rigid top loading card protectors are the most important accessory ever released for collectable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display... \$90.00

**Black-back Deck Protectors** These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. This is of extreme importance when you are using cards from different sets that have different backs. \$10.00 each or for a whole display \$90.00 10 decks.

### GYM Superpro Sheet Card Holders (1) \$0.50

Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

### GYM Floppy Card Sleeves (100) \$2.00

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usable format.

### CRF Deck Binder \$17.00

A plastic card box with embossed cover, designed to hold around 200 cards that are in plastic sleeves. There are two styles: Dragon Style, and Dark Style.

### GRF Card Album \$20.00

High quality card album with glossy cover. You need to buy Superpro Sheet Card Holders to put in the album. There are two styles: Dragon Style and Dark Style.

### CRF200CB Ultimate Collection 200 Card Plastic Box \$4.50

Made of durable, rigid plastic, this box fits 200 trading cards.



# ROLEPLAYING GAMES

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Amber

**FANTASY** A unique fantasy/sci-fi role playing game that does not use dice! By Phage Press.

**Amber RPG** A complete new role playing system, with three complete adventures, including Throne War, Battleground on Shadow Earth and Into the Abyss. Features the Attribute Auction system where players bid against each other to create a unique family of immortal player characters; enter a universe where Pattern lets you walk to any world you can imagine, where *Logrus* tendrils can reach across infinite dimensions, and where Shape Shifting lets characters sprout wings. A mature, demanding, and time consuming system that puts character development above all else. 256 pages, over 100 of which give tips on role playing style & technique with dozens of examples. **\$36.95**

**Shadow Knight** A massive 254 page sourcebook covering Broken Patterns scattered through the Shadow, constructs, the Corridor of Mirrors, demons, the Fount of Power, ghosts, the Lords of Chaos, the Pit, Shadowmastery, ancient artifacts called Spikards, Suhuy the ancient Keeper of the Logrus, King Swayvill, blue stones called Tragoliths, the Undershadow, etc. **\$36.95**

## Aria

**FANTASY** A myth generation system that develops characters, cultures, myths and legends. By Last Unicorn Games.

**ARIA RPG** Aria, Canticle of the Monomorph, is a sophisticated environment-oriented fantasy roleplaying game of politics, cultural interaction, and subtlety. It is a game dedicated to playable realism on an epic scale. The legends and stories created in Aria affect the societies and cultures in which they occur. With 494 pages! There are two sections in the book. Myth Creation with guidelines for creating mythic species, races, & cultures; Persona Creation, providing a comprehensive outline for methodical Persona generation. **\$45.00**

**Aria Worlds** This book contains guidelines to create your own fantasy world. Its system of society design enables you to create in detail a village, a manor, a market town, a kingdom or continent or world. **\$40.00**

## Armored Trooper VOTOMS

**SCI-FI RTG** brings us another high quality RPG based solely upon Japanese animation. By RTG.

**Armored Trooper: Votoms** The official licensed role playing game of AT VOTOMS. Based on the hit media action series originally released by Sunrise in Japan and brought to the US by Central Park Media. *At Votoms* is a rich, complex SF setting, packed with combat, intrigue and a unique central motif, the man-sized powered fighting machines known as Armored Troopers. Produced in the same style as *Bubblegum Crisis*. Due August '97. **\$39.00**

## ARS MAGICA 4<sup>th</sup> Ed

**FANTASY** Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. Atlas Games have taken over development and production of *Ars Magica*.

**ARS MAGICA 4<sup>th</sup> Ed** The new edition of *Ars Magica*. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13<sup>th</sup> century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folktale and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. **\$48.00**

**Parma Fabula** Contains a 4 panel GM screen and a 32 page booklet, which has a storyguide that can be used in any saga, including artifacts and other noteworthy items; a fully described library; non-player characters etc. **\$24.00**

**Hedge Magic** Features four non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. **\$22.50**

## Babylon 5

**SCIENCE FICTION** The long awaited role playing game of the spectacular television series, *Babylon 5*. By Chameleon Eclectic.

**THE BABYLON PROJECT RPG** The year is 2259. The atmosphere aboard Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Narn and the Centauri. And rumors are circulating - rumors of political chaos back on Earth, of colonies in

rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets - and there are many secrets: why did the Minbari surrender at the moment of their victory? What did happen to Babylon 4? Who are the Shadows? What do the Vorlons look like? 200+ pages. **\$40.00**

**Earthforce Sourcebook** Details the human's Earthforce organization, spaceships, weapons, etc. Also includes rules for ship-to-ship combat, designed by the creator of *Full Thrust*. More information next catalog. 144 pages. Due July. **\$29.00**

## BLOOD DAWN

**POST HOLOCAUST** The world has been devastated by nuclear and biological weapons, and is plunging into another dark age. By Optimus Design Systems.

**BLOOD DAWN RPG** A lavishly illustrated 240 page RPG of high quality. Billions of people died in an instant, evaporated in a thousand flashes of brilliant light. Now, sixty years after the holocaust the last vestiges of mankind crawl around in the radioactive hell that is the United States and Europe. In this desolate, post-apocalyptic world of Magic, Mutations, and Machines, you must rebuild civilization. The domed cities are filled with the rich and self righteous who hunt you for sport. Vile and malevolent creatures spawned in the radioactive nightmare hunt you for food. You are a superhuman - genetically and cybernetically altered, and sent forth on the mission to reclaim the Earth. But it's a deadly, deadly world out there, be careful and keep your team close together and weapons ready. **\$39.95**

## BUBBLEGUM CRISIS

**BUBBLEGUM CRISIS RPG** Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers that increasingly rampage through the city. Yet even bravery and firepower of the AD Police are insufficient when faced with Genom's ever-evolving combat Boomers. MegaTokyo needs help. And like it or not, it will come from The Knight Sabers, a mysterious team of vigilantes stalking MegaTokyo, battling Genom's powerful combat Boomers, equipped with weapons years in advanced of others: hard suits and robotic motorcycles. With heaps of color and B&W artwork. **\$38.95**

**Bubblegum Crisis: Before & After Details** the events, characters and equipment from the two spin-off series from BGC; AD Police which takes place before Bubblegum Crisis and Bubblegum Crash, set after BGC. Packed with new equipment, weapons, boomers, hard suits, power armor. Due July. **\$28.95**

## CASTLE FALKENSTEIN

**FANTASY** A fantasy role playing game featuring dashing and galant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo, etc. By RTG.

**CASTLE FALKENSTEIN** From the creators of *Cyberpunk*. When computer game designer Tom Olam found himself soberly shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the dealy game could end, he would first have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own. A world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need a two packs of playing cards to play. **\$45.00**

**Comme Il Faut: A Host's Guide to CF** Life in the Steam Age is a confusing web of restrictions, rules, mores, and manners. This book gives Players and Hosts alike a guide to living the Stylish Life in the neo-Victorian world of New Europa. Includes Modes, Manners, High Sorcery, Alternate Rules & Clarifications, costumeing, etc. **\$28.95**

**Steam Age** The Chromebook (or Brassbook!) for Castle Falkenstein. Includes Captain Nemo's Nautilus submarine, Martian War Machines in Sussue? Airships, Prussian Steam Zeppelins, Landfortresses, Steam automobiles, steam automatons, etc. **\$21.50**

**Sixguns & Sorcery** America, 1876. Tom Olam has finally returned to the land of his birth, and finds it run behind the scenes by the Freemasons; Voodoo haunts the Orleans Free State. Sam Houston is president of Texas, and the Twenty Indian Confederations rule the great plains. From there, things get rather weird. **\$31.95**

**The Book of Sigils: Sorcerous Orders** Inner mysteries of the Illuminati and other sorcerous brotherhoods of New Europa. Learn the rituals, spells, secret lodges, etc. **\$23.95**

**The Lost Notebook of Leonardo da Vinci** The secrets of Engine Magic revealed. The book which Tom Olam brought through the Faerie Veil to save New Europa with. Sorcery & technology meet in weird ways. **\$23.95**

**The Memoirs of Auberon Faerie** The life story of Auberon, King of the Faerie Seelie Court. Indepth source material on all the different types of Faerie: the helpful Brownies, the playful Pixies, the sensuous Nyaads, and frightening Bogies and Haunts; the history of the 5 Earths the Fae have visited, and more. **\$28.95**

## Call of Cthulhu

**HORROR** Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By Chaosium.

**Call of Cthulhu 5th Edition** A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. **\$34.95**

**1990s Handbook** A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. **\$20.95**

**Arkham Sanitarium** Contains a large number of useful forms for use in the RPG. Death certificates, insanity certificates, patient records, and even fingerprint forms, & a 25 page Sanitarium prescription pad. **\$26.95**

**At Your Door** A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **\$31.95**

**Blood Brothers** 13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. **\$31.95**

**Blood Brothers II** 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. **\$31.95**

**Cairo Guidebook** The Lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, plans of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. **\$28.95**

**Coming Full Circle** The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on the town. **\$28.95**

**The Complete Dreamlands** Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams. It includes a travelogue of the Dreamlands, a huge gazetteer, statistics for thirty prominent NPCs, a bestiary of over sixty monsters, a map, two adventures: Lemon Sails and Pickman's Student, etc. Almost 100 pages of background information. **\$34.95**

**Cthulhu for President** Why vote for the lesser evil? It's 1996 and the horrors of the Presidential Campaign are once again upon the Americans. This President Kit includes a button, a postcard, a '96 yard sign, a full color 11x17" poster, a window sign, 8 page book of speeches, posters, & new vision booklet. Special. **\$10.00**

**Cthulhu Live** A live action horror game set in the universe of eldritch horror created by HP Lovecraft. It is a game in which players interact with each other as they explore arcane mysteries. Four to eight players is average, but you can have up to 15. These rules are more simple than the RPG, and there are no dice or tables needed. **\$27.00**

**Dark Designs** 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. **\$31.95**

**Encyclopedia Cthulhiana** Since Lovecraft's time Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's mythos. **\$17.95**

**Escape from Innsmouth** A decayed husk of a coastal town slowly dies with its diseased citizenry, ruined by gold brought from South Pacific islands & a blasphemous pact. Features the epic Raid On Innsmouth, when the army storms the town. 160 pages. **\$31.95**

**Fatal Experiments** Three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg. Duck's Foot Pistol. **\$31.95**

**Fearful Passages** Nine adaptable adventures, each specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. **\$31.95**

**Horror's Heart** This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Laviole family of Montreal and learn what imperils them, and glimpse a strange cult that thrives in Quebec. **\$19.95**

**In the Shadows** A disappearance, a plea for help, the strike of sudden madness. Three new mysteries lure the investigators into adventure. Each requires heaps of evidence gathering and is life threatening, requiring teamwork. **\$18.95**

**Keepers Compendium** 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background info, forbidden books, secret cults, alien races, mysterious places. **\$20.95**

**King of Chicago** Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town! 128 pages. Marseilles in France is also visited. **\$17.95**

**Mansions of Madness** Five 1920s adventures, each based around an isolated building: Mr. Corbitt, The Plantation, The Crack'd and Crook'd Manse, The Sanatorium, and Mansion of Madness. **\$28.95**

**Minions** Fifteen short scenarios and brief encounters designed for one or more intrepid investigators. What business has the mysterious prowler following an investigator home? What does Farmer Billman have buried squirming beneath the woodland floor? **\$17.50**

**The Complete Masks of Nyarlathotep** At long last the Stars are almost Right. Soon Nyarlathotep's plan to subvert to fruition. Then the world will be changed irrevocably, but not quite yet. Pesky human investigators have learn much, but can they survive long enough to make sense of what they know? This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who attempt to unravel the fate of the Carlyle Expedition. Also includes four new episodes, added keeper support material and a new version of the Australian chapter. **\$36.50**

**Miskatonic University** Provides a coherent setting and background for running investigations. Includes Welcome to the University, Exploring the Campus, Library and Exhibit Museum, Administrative Trivia, People at MU, etc. **\$19.95**

**Mantis Secrets** that have been allowed to fester and darken in the shadows. This is a revised 2nd edition of Arkham Unveiled, featuring GMs and investigators, and the adventures also by experienced investigators. Handouts and maps. **\$14.50**

**Strange Eons** Three adventures set in unusual times and places: in Renaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England, among certain talented playwrights. Six pregenerated characters are provided in each scenario. **\$23.95**

**Tales of Madness** Sourcebook discussing the recognizable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend. **\$28.95**

**The Compact Arkham Unveiled** A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham Unveiled. **\$29.95**

**The Golden Dawn** The most notorious occult society of Victorian England, the Hermetic Order of the Golden Dawn. Includes extensive source material including rules for astral projection and Hermetic magic, and four scenarios offering a look at the dark side of Victoria's empire. **\$31.95**

**The London Guidebook** Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario maps. **\$23.95**

**The Stars are Right** Six cutting edge adventures of modern horror. Fractal gods invade from home computers. Y'Golonac stalks the homeless, San Francisco burns down, and worse! **\$31.95**

**The Thing at the Threshold** A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori



# 6 - Roleplaying Games: Champions - Cyberpunk

artifacts, a subsequent expedition triggers tragic future consequences. **\$28.95**  
**Utatfi Asfet** A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight", set in the 1990s. **\$32.95**  
**Ye Book of Monstres II** Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, elder gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. **\$17.95**

## CTHULHU MYTHOS ANTHOLOGIES

1. **The Hastur Cycle** A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle. **\$17.50**  
2. **Mysteries of the Worm** 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. **\$17.50**  
3. **Cthulhu's Heirs** New collection of tales, modern authors follow in the squiggly footsteps of Lovecraft & pals. **\$17.50**  
4. **Shub-Niggurath Cycle** A collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity. **\$17.50**  
5. **The Book of Iod** Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. **\$17.50**  
6. **Made in Goatswood** 17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. **\$17.50**  
7. **The Dunwich Cycle** 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. They are places that shelter horrifying truths. **\$17.50**  
8. **The Disciples of Cthulhu** The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. **\$17.50**  
9. **The Cthulhu Cycle** The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. **\$17.50**  
10. **The Necronomicon** Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. **\$17.50**  
11. **Xothic Legend Cycle** The complete Mythos fiction of Lin Carter. **\$17.50**  
12. **Nyarlahotep** The Mighty Messenger of the Outer Gods, Nyarlahotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. **\$17.50**

## Champions

**SUPER HEROES** The world of flying super heroes and super villains. By R.Talsorian Games & Hero Games.

**CHAMPIONS: The New Millennium** With 200 pages, 16 in color, this all new edition of Champions features the new combined Hero/RTG system, FUZION, which first debuted in *Bubblegum Crisis*. A major cataclysm has shaken the very foundations of our universe, utterly destroying the mighty heroes who once protected humanity. The old Champions are all dead, but their enemies now prey on the world. Dr. Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Secure a powerful story driven setting, you can create the superhero you want to create, and you can design super powered weapons, martial arts and vehicles. With complete character write ups for the new Champions and their enemies, history, organisations, Bay City, Special effects, etc. **\$40.00**

## Changeling

**HORROR** The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. By White Wolf.

**CHANGELING: THE DREAMING 2nd Ed RPG** Enter into the realm of modern fantasy! Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filled with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive slugh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use cantrip cards! 254 color pages. **Due Sep. \$47.95**

**Changeling Player's Guide** Here you learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunehi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. **\$35.95**

**Changeling Storytellers Screen** Screen containing all the most useful charts; a full length introductory story, crossover rules. **\$27.95**  
**Freeholds & Hidden Glens** Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countryside across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamor still exist today. Explores seven freeholds. **\$23.95**

**Immortal Eyes: The Toybox** San Francisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. **\$23.95**

**Immortal Eyes: Shadows on the Hill** Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches, Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. **\$23.95**

**Immortal Eyes: Court of All Kings** The Emerald Isle. Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Silver's Gate, the last gate to Aradia, rumored to be hidden along the island's rocky shores. **\$23.95**

**Isle of the Mighty** Journey to a land of ancient magics and hidden wonders - the Isle of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both mages and Kithain. **\$35.00**

**Kithbook: Slugh** Known as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae, but beware, there are some secrets best left learned. **\$19.00**  
**Kithbook: Trolls** Truth, honor, justice. It is for these things that trolls stand. Silent and strong, the trolls are often looked upon the protectors of fae kind. But once the trolls rule the kingdoms of the fae, and maybe they will again one day... for now the trolls continue their silent vigil - watching, waiting. **\$18.95**

**Nobles: The Shining Host** From time immemorial the noble sidhe have ruled the fae. Learn their secrets of power; how and why they maintain their chokehold over the commoners. This book covers the history of the nobility, from their return in '69 and the Accordance War which followed. **\$18.95**

**The Autumn People** The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Daintain are dark and twisted, & hunt and destroy the fae. **\$18.95**  
**The Enchanted** Sometimes the mortal children of Kithain are

chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. **\$24.00**  
**The Shadow Court** Tear aside the veil and discover the sinister secrets of the Shadow Court. Discover the Unseelie's dark rites and forbidden arts. But beware! These fae don't take kindly to those who pry into their affairs. Offers everything from new Arts, kith and noble houses to secret societies. **\$28.95**

## CHANGELING NOVELS

1. **The Splendor Falls** Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? **\$9.50**

### Immortal Eyes Trilogy

1. **The Toybox** The Toybox Coffee Shop houses six Changelings who together try to stop the wizard Malacair from claiming vengeance. **\$9.50**  
2. **Shadows on the Hill** The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn prince, but for his own dark purposes. Can they stop him? **\$9.50**  
3. **Court of All Kings** One of the Changelings' own has betrayed them. Now he sails for Ireland, ancient home of the sidhe, accompanied by the forsborn Prince, who has three of the faerie treasures known as Immortal Eyes. The remaining oathmates must follow in search of the fourth and final Eystone. **\$9.50**

## Chivalry & Sorcery

**MEDIEVAL FANTASY** One of the all-time classic medieval role playing games, now in its 3rd Edition. By Highlander Designs.

**CHIVALRY & SORCERY** This new 3rd Edition has a character creation system for both point based and randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new Skillshare system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven magic vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. **\$32.00**

## Conspiracy X

**SF HORROR/MYSTERY** Very clearly inspired by the X-Files television series. By New Millennium Entertainment.

**CONSPIRACY X RPG** Based heavily on the X-Files. You work for a secret US government organisation, Aegle, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But as in the X-Files, you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc., right from the start your work is cut out for you. You are up against aliens and the men of the Black Box. 224 profusely illustrated pages. **\$40.00**  
**Conspiracy X Game Master's Screen** The usual GMs Screen filled with easy reference charts and tables. Also has a 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission. **\$25.50**

**Nemesis: Gray's Sourcebook** Detailing the alien race at work on Earth, uncovering their agenda behind their enigmatic program of abduction and experimentation. Also reveals the existence of the blues, a mysterious subrace that seems intent on frustrating Gray plans on Earth. Gives rules for the Gray's strange technologies and awesome psychic powers, and allows Blues as PCs. **\$25.50**

## Cosmic Enforcers

**SUPERHERO** A superpowered science fiction role playing game in the tradition of Palladium books. By Myrmidon Press.

**COSMIC ENFORCERS RPG** Puts you in control of technopowered super heroes and villains in a hard core science fiction future of the year 2025. Earth Central sits at the head of the table of the Galactic Alliance, a coalition government of the Milky Way's seven known races. After years of warfare, peace finally reigns, but not for long... Dark forces have gathered their power waiting for the perfect time to strike down the alliance and restore chaos to the universe. Now only one barrier stands in the way of their obsession with total annarchy. They are known as the Cosmic Enforcers. 220 illustrated pages. **\$32.00**

**Villains & Foes** By Kevin Long. Focuses on the criminal and miscreants of the Galaxy - from sinister villains to misguided heroes, from superpowered terrorists to insane murderers. Also features Chicago in the 21st century, owned by criminals. Has cybernetics, new weapons, powers, magic and psionics. **\$27.00**

## Cyberpunk 2020

**SCI-FI** A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. By R.Talsorian Games.

**CYBERPUNK 2020 2nd Edition New Enlarged Printing** This new print run features 254 pages, including heaps of revised artwork and 10 more pages of art on the nine character types. Features extensive character creation mechanics, cyberweapons, net programs, bio-ware, nanotech enhancements, fast moving fire-fight rules, heaps of world background & more. This has a gritty, bleak mood, & is chillingly realistic. Character classes are cops, rockers, solos, medias, corporates, nomads, techies, netrunners, fixers, 10 scenarios, & details on adventuring in Night City. Proudly printed in Australia by Jeddka Games. **\$20.00**

**CYBERPUNK 3rd Edition** In 2022 the two mightiest corporations in the world went to war, and touched off a blaze which engulfed the globe. That was years ago. Things have settled down since, but nothing is the same as it was... This new edition of Cyberpunk will be advancing the timeline forward from 2020 by a few years, and adding some new elements which will give the setting a more post-modern, as opposed to post-apocalyptic, feel. Features the new FUZION system, like Bubblegum Crisis. **October. \$38.00**

**Blackhand's Street Weapons 2020** A complete compilation of statistics, and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boogsteranger is pointing a peashooter or a hand cannon at you. **Out of print - reprint due Oct 97? \$12.95**  
**Character Sheets** 32 double sided character record sheets. **\$9.50**  
**Chromobook** An illustrated catalogue of the latest cyberware, personal services, fashion accessories, vehicles, net programs, personal weapons, etc. 96 pages of Cyberpunk. **\$18.95**  
**Chromebooks #2** One of the most popular Chromebooks is now back in print. Covers new cyberware including a remote, removable eye, equipment, weapons, including the Rhinemetall Railgun and the Anti-Matter Rifle, both great for dealing with all forms of power armor and metalgear. Also details heaps of new full-body replacement packages - the latest trend in survivability; chameleon devices. **\$22.50**

**Chromebok #3** The biggest Chromebok ever. Packed to the gills with more 21st century style and technology than ever before. Among the topics covered are: cybermodems, PCs, software, vehicles, borgs, robotics, & more cyberware. **\$28.95**

**Chromebok #4** The biggest vehicle selection ever from town cars to armored cars, a huge software catalog, fashions and trends are presented, the cyberware section showcases new models, the graded Soviet jet fighters, and info from the handful of angry invigilators not without incredible powers that defy both science and cybertech. They are the Cybergeneration. This second edition of Cybergeneration is a complete role playing game in the Cyberpunk tradition, featuring 18 yogan character roles, amazing nanotech abilities and powers, edgerunner characters, a complete netrunning and combat system, 21st century weapons, netware, street-tech, the Adversaries and Allies of the Corporate controlled America, lost of background info, and lost more role playing action, with the emphasis on role playing. **\$31.95**

**Corp. Book I** Profiles on 2 powerful conglomerates: Arasaka Security & the International Electric Corporation. 88 pages featuring products, board structure, security, resources, etc. - scenarios. **\$15.95**

**Corp. Book II** A detailed sourcebook for the Lazarus Military Group (mercenaries for hire), and Militech International. Valuable data for campaigns, includes scenario idea, equipment lists, uniforms, etc. **\$15.95**

**Corp. Book III** Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the Corporate War. **\$15.95**

**Cybergeneration 2nd Ed** It is 2027. The Cyberpunk movement is dead, crushed beneath the jack boots of the Incorporated States of America, a tyrannical techno-government that rules through media, money and unstoppable cybernetic might. But a new force has taken to the street to carry on the battle their parents lost. Raised on danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry invigilators now wield incredible powers that defy both science and cybertech. They are the Cybergeneration. This second edition of Cybergeneration is a complete role playing game in the Cyberpunk tradition, featuring 18 yogan character roles, amazing nanotech abilities and powers, edgerunner characters, a complete netrunning and combat system, 21st century weapons, netware, street-tech, the Adversaries and Allies of the Corporate controlled America, lost of background info, and lost more role playing action, with the emphasis on role playing. **\$31.95**

**Deep Space 2nd Ed** Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neill orbital colonies, moon colonies, more ships, & some Orbital politics. **\$19.95**

**Ecofront** For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new cyberrevolved scouts. **\$15.95**

**Edgerunners Inc Wanted:** Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, bodyguarding, asset acquisition, smuggling, investigation, demolitions, codecracking, repossession, counter repossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. **\$18.95**

**Eurosourcebook** The European sourcebook for the 2020s has been expanded. Still using European authors, the book is 50% larger than the previous edition. Features the education, vocation, & politics of the European Community; roles with a distinctively Euro-twist (these aren't your typical American solos and fixers), tons of background material on all the countries of Europe from Greece to Russia. Describes Euro high society, Interpol, crime syndicates, etc. **\$28.95**

**Firestorm: Stormfront** The first of two books presenting the events and participants in the Fourth Corporate War. This one focuses on the early stages of the War between OTEC, & the Eurocorp CINO. Soon Arasaka and Militech are drawn into the conflict. With water technologies and warfare and the growing sniping war between the corps. This book is the connection between the current edition of Cyberpunk, the new 3rd Ed coming out next year. **\$34.95**

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# Roleplaying Games: Deadlands - AD&D - 7

maps, new city grids, new dataforts impossible to crack, new netrunning options, an entirely new run - the MicroNet, & lots of full color artwork. *Reprint due October '97?* **\$23.95**

**Rache Bartmoss' Brainware Blowout** Like Blackhand's Weapons, this book gathers and presents all the software, cybermodels, and computers from all Cyberpunk books. Also lists from all the new stuff in the Netrunner Trading Card game. Tons of illustrations. **\$22.50**

**Rough Guide to the UK** Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. **\$18.95**

**Solo of Fortune** Sourcebook for Solos, with new rules, equipment, weapons, gang types, corporate extractions, etc. Remember, when you want to impress a booster gang leader, shoot one of his boys under his nose - or even better-shoot yourself without showing pain! *Reprint due October '97?* **\$15.95**

**Solo of Fortune II** 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain, South America, etc. **\$22.50**

**Tales from the Forlorn Hope** Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. **\$17.95**

**The ISA Sourcebook** Know your enemy! This book shows you the face of the Incorporated States of America, a frightening place on the edge of tomorrow, where the government never closes, etc. **\$23.95**

**VirtualFront** Rache Bartmoss returns from the grave again to lead the Cybergeneration on an invasion of the global computer net. For Cybergeneration. **\$15.95**

**Wildside** Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, go, lowlife Leeches, Go-Betweens, create your own organisations, etc. **\$18.95**

**When Gravity Falls** Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger **\$19.95**

## Deadlands

**Wild West** The Wild West in the 1870s USA, but with many differences - one being that Chulhu has visited the game! By Pinnacle Entertainment.

**DEADLANDS RPG** The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hellslingers, Hucklesters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Chulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners. **\$42.50**

**Independence Day** Celebrate the 4<sup>th</sup> of July in the Disputed Lands! Ever since he turned up dead, Ronan Lynch has been wandering around the Weird West, trying to stay out of trouble that follows him like a hungry bear. He ends up working with Wyatt Earp, and encounters a mysterious serial killer called the Butcher. Contains a novelette and small adventure. **\$7.95**

**Perdition's Daughter** Ronan Lynch, Bad Luck Betty and Velvet Van Helder had no idea what they were up against when they took on a job to free a rich man's son from the religious cult he'd joined. It all seemed simple enough. Contains a novelette and small adventure. **\$7.95**

**The Quick & the Dead** The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains, the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posers and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book. **\$39.95**



## TSR NEWS

As you have probably heard, Wizards of the Coast has bought TSR. This means cash is now flowing back into TSR, so starting at the end of July '97 we will see many TSR core products such as the Players Handbook, being reprinted. New products are also to be released from the end of July until the end of the year. The due dates in the following text are mostly the new expected release dates. Not yet released items that have ?? next to them have not been given a re-vised release date by TSR yet, so we will not see them until 1998, if ever, in some cases.

Many AD&D products, especially modules, are currently out of print. It is unknown at this time which of these will be reprinted over the next six months. Some of them will not be reprinted. Many of these have been removed from this catalog. If they are reprinted, I will put them back in future editions of the catalog.

## INTRODUCTION

**The Complete AD&D Starter Set** Epic roleplaying adventures with knights, dragons and magic. Picture a world filled with monsters, treasures, and daring deeds waiting to be done. Imagine crumbling stone towers and mysterious underground dungeons waiting to be explored and plundered. Imagine yourself as a mighty hero, a cunning wizard, or a stealthy thief, facing every adventure with your sword or magic. Two to seven players play this introductory game. Includes rules, GM screen, a mini monstrous manual, a map, six hero cards, six plastic figures of player characters, seven dice, and one hundred hours of adventures. **\$44.95**

## CORE RULES

**Player's Handbook Revised 2nd Ed.** The AD&D 2nd Ed Player's Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many dozens of new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players, 320 full color pages. **\$47.95**

**Dungeon Master Guide Revised 2nd Ed.** The greatest of the AD&D gamebooks - the all new, all color AD&D 2nd Ed Dungeon Masters Guide. This printing contains the complete, updated, and fully corrected text of the earlier 2nd Ed version, but in a gorgeous new format. 240 pages. **\$39.95**

**AD&D CD-ROM Volume I CORE RULES** Every aspect of the game is faithfully and beautifully incorporated into a fully cross-referenced, interactive electronic manual, with the complete text of the *Player's Handbook*, *Dungeon Masters Guide*, *Monstrous Manual*, *Tome of Magic*, and *Arms & Equipment Guide*. DMS & players can easily & quickly generate full characters, a map generation system to create dungeons, villages, towns, cities, castles, & wilderness; also a computer animated 3-D tour of a village. IBM Requires Windows 3.1 or '95, CD-ROM, 486+, 8mb RAM. Note New Price! **\$64.95**

**AD&D CD-ROM Volume II Supplemental Rules** This CD-ROM contains every single Complete supplement, from *Complete Fighter's Handbook* to *Complete Ninja's Handbook*, also the three *Player's Option* Rulebooks, and *Dungeon Masters Option Rulebook*, *Monstrous Compendium Annuals Vol. 1, 2, 3*, and a 2D animated Dungeon tour, a castle builder program, town builder program, a mapping program update, and an instant NPC Generator. *Dec or ??* **\$119.95**

**MCC1 Monstrous Manual** The definitive sourcebook of monsters for the AD&D world. This 384 page hardback book contains lots of critters from MC1, MC2 & a few other sources. Some updated material plus heaps of colorful illustrations. **\$43.95**

**Tome of Magic 2nd Ed.** New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages. **\$31.95**

**AD&D Dungeon Master Option Rulebook: High Level Campaigns** 192 page hardback book, which offers heavy duty advice for carefully constructing and maintaining many sorts of AD&D high-level campaigns. Has dangerous opponents, saga-length campaign ideas, divine intervention, spy networks, etc. **\$31.95**

**AD&D Player's Option Rulebook: Combat & Tactics** all the optional combat rules any gamer could want are in this book. With an advanced and improved tactical melee system, critical hits and wound-and-injury effects, armor destruction and repair, new weapons from ancient times to the renaissance, monster tactics, terrain effects. **\$31.95**

**AD&D Player's Option Rulebook: Skills & Powers** House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc. **\$31.95**

**AD&D Player's Option Rulebook: Spells & Magic** New rules for spells and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players. **\$34.95**

## ACCESSORIES - CORE MATERIAL

**Book of Artifacts** 160 page hardback describing a wealth of magical items. Includes info on how to create artifacts so that megalomaniac players can wield ludicrously powerful trinkets! **\$3.95**

**Chronomancer** The last and most dangerous fantasy world lies not in space but in time. At last, the Plane of Time is open to those few wizards who would risk everything - even their own existence - to visit ancient and forgotten lands. With new spells, powers, realms. **\$19.95**

**Magic Encyclopedia Vol. 1** An illustrated index of common & bizarre magic items that have appeared in books, modules and magazines over the years (both current & out of print products). **\$17.95**

**Magic Encyclopedia Vol. 2** Continues the above; each entry includes brief description, illustration, original page ref. & GP value. **\$17.95**

**DM's Screen and Master Index** Revised DM's screen incorporating all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. **\$17.95**

**AD&D Character Record Sheets** These are the all new AD&D 2nd Edition Character Record Sheets, where you can record your character's ability scores, possessions. **\$15.95**

## ACCESSORIES - CAMPAIGN MATERIAL

**Country Sites** Every DM has a wilderness, but what about special encounter areas, such as ruins, country manors, roadside inns, and villages? Includes adventure hooks. **\$19.95**

**Dragon Mountain** A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hours of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylight out of 'em and steal the loot! **\$59.95**

**DMGR4 Arms & Equipment Guide** Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost and correct application, plus lots of nifty illustrations. **\$23.95**

**DMGR4 Monster Mythology** Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblins (Orcs, Goblins, etc), Underdark races (the Drow, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. **\$23.95**

**DMGR6 Complete Book of Villains** Creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. **\$28.95**

**DMGR8 Sages & Specialists** Presents new rules and

specialized nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters. **\$21.95**

**HR2 Charlemagne's Paladins** Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore. A sturdy campaign of the dawn of chivalry. **\$23.95**

**HR3 Glory of Rome** Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. **\$21.95**

**Savage Baronies** An audio CD accessory and adventure for *Red Steel*. The Savage Baronies, home to swashbucklers, gauchos, & dictators, is being invaded! The goblins of the Yazak Steppes ride again. Includes source material and a short adventure. **\$11.95**

**The Dancing Hut of Baba Yaga** A witch the size of a tree with a house on her back like a snail - except the house/hut is bigger on the inside than on the outside, a madhouse of magic & death. **\$15.95**

**World Builder's Guidebook** Check-full of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with a convenient pad of design forms and aids. **\$31.95**

## ACCESSORIES - PLAYER'S MATERIAL

**CR1 Wizard Spell Cards** Features a pocket-sized card for over 400 core-rule spells, these can be used to represent spells 'memorised' by characters. Includes statistics & spell descriptions. **\$39.95**

**CR2 Priest Spell Cards** Same as above, but for Priest spells, obviously. With over 400 cards. **\$39.95**

**Deck of Magical Items** Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device, collected in all. **\$39.95**

**PHBR1 Complete Fighter Manual** Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, weapons, variant armor, & more! 124 pp. **\$31.95**

**PHBR2 Complete Thief Manual** Includes the Code of the Professional, new proficiencies, thief kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! **\$28.95**

**PHBR3 Complete Priest Handbook** Features the basic premiss of Clerics & pantheons, complete gfor designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. **\$28.95**

**PHBR4 Complete Wizard Handbook** Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns. Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. **\$31.95**

**PHBR5 Complete Psionics Handbook** Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules. Wild Talents, plus powers for Clairseance, Psychokinesis, Psychometabolism, Psychoporation, Telepathy, and Metapsionics! 128 pages. **\$31.95**

**PHBR6 Complete Dwarves Handbook** Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. **\$28.95**

**PHBR7 Complete Bard Handbook** Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! **\$28.95**

**PHBR8 Complete Elves Handbook** Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funeral ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, bladesinger, etc), and more! 118 pages. **\$31.95**

**PHBR9 Complete Book of Gnomes & Halflings** Details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned steno into an art form that makes njnia look like elephants. This book promotes character development & enriches the game environment. **\$28.95**

**PHBR10 Complete Book of Humanoids** Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. **\$31.95**

**PHBR11 Complete Ranger's Handbook** Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. **\$28.95**

**PHBR12 Complete Paladins Handbook** One of the most colorful & challenging character classes. Details paladin proficiencies, combat rules, personalities, equipment, & sub-class variations. **\$31.95**

**PHBR13 Complete Druid's Handbook** In the fight against evil, the paladin stands as Good's supreme, undaunted champion. This accessory helps you to play the noblest warriors of AD&D. Create or enhance your paladin with new proficiencies and equipment, new rules for bonded mounts, and paladin kits like the divinate, envoy, ghosthunter, skydrifter, and indomitable wyrmlayer. **\$28.95**

**PHBR14 Complete Barbarian's Handbook** Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc. **\$31.95**

**PHBR15 Complete Ninja Handbook** Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture can become ninjas. **\$28.95**

## ACCESSORIES - MISCELLANEA

**1994 Annual Monstrous Compendium** Annual update for the Monstrous Manual, this 128 page book contains the stats & details on all the new monsters presented by TSR for their AD&D game during 1994. Complete with color & B&W illustrations. **\$28.95**

**1995 Annual Monstrous Compendium Vol. 2** All the new monsters presented from all AD&D game products for this year, & a few previously undescribed monsters. **\$26.95**

**1996 Annual Monstrous Compendium Vol. 3** Compiles a years worth of monsters for the entire line of AD&D game products. There are also some entirely new creatures. **\$31.95**

**1997 Annual Monstrous Compendium Vol. 4** Collects new monsters from a wide array of AD&D game products during the past year, plus new monsters never seen before. With full color illustrations. **\$32.00**

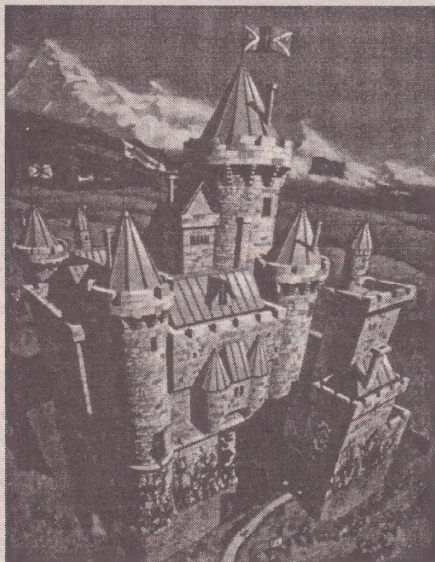
**College of Wizardry** The wizard's guild is a powerful institution in the major cities of most fantasy campaign worlds. But little is known about these mysterious and exclusive organisations. Until now. *Due Jan '98*. **\$25.50**

**Council of Wyrms** Play a dragon PC in this deluxe adventure, an epic quest in which the Council of Wyrms send you off to aid the

## Advanced Dungeons & Dragons

**FANTASY** A bunch of people sit around a table, scoffing junk food, screaming deliriously with every '20' rolled, and generally trying to kill everything that moves & hoarding loot! By TSR.





dragon races, 3 64 page books, 12 cardsheets, 3 poster maps. **\$39.95**  
**Deck of Encounters Set #1** 432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards & arrange as desired, or can be drawn at random. **\$39.95**  
**Deck of Encounters Set #2** 432 cards with all-new and exciting encounters with monsters or NP characters. **\$45.00**  
**Deck of Psionic Powers** 288 cards that each feature a psionic power. Psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! **\$28.95**  
**Encyclopedia Magica Volume 1** A-C 384 hardbound book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. **\$34.95**  
**Encyclopedia Magica Volume 2** D-P 416 pages with every single magical item from AD&D for letters D-P, with new material and rules clarifications. **\$39.95**  
**Encyclopedia Magica Volume 3** P-S 416 page book detailing every AD&D magical item ever created. **\$39.95**  
**Encyclopedia Magica Volume 4** S-Z 416 pages that detail all of the magic items for AD&D. **\$39.95**  
**From the Dragon's Mouth** This small sized book is basically an introduction to TSR's universe of games, from AD&D to Spellfire. **Due 1998. \$12.50**  
**GRI Strongholds** Lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, WGA3, and the Castles box set - ideal for street scenes. **\$38.00**  
**GR4 Treasure Chest** Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, another for the players. This way the DM fools the player as to the real goal of the characters mission. **\$19.95**  
**The Worlds of TSR** 144 page book of TSR's art, including Al-Lemon, Forgotten Realms, Dragonlance, Ravenloft, Dark Sun, etc. 200 full color illustrations. **\$29.95**  
**Treasure Tales** Sixteen adventure hooks for any campaign world are presented on full color handouts. Each adventure comes on two separate sheets, but only the DM's tells the full story. The second sheet includes a clue to lead on the player characters. **\$20.95**  
**Wizard's Spell Compendium Vol 1** Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. **\$39.95**  
**Wizard's Spell Compendium Vol 2** Continues the collection of every official wizard spell for the AD&D game from *The Player's Handbook*, *Tome of Magic*, *Complete Wizard's Handbook*. **Due October. \$40.00**  
**Wizard's Spell Compendium Vol 3** The official reference book and definitive source for wizards spells in the AD&D game. **Due Jan '98. \$40.00**

## MISCELLANEOUS ADVENTURES

**Player's Option Adventure: Gates of Firestorm Peak** The first adventure using the full range of optional rules presented in the *Players Option Combat & Tactics*, *Skills & Powers*, *Spells & Magic*. For character levels 6 - 15. More info later. **\$31.95**

## Monstrous Arcana

**I, Tyrant** First in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. Beholders are covered from every angle: their architecture, psychology, goals & motivations, weaknesses, etc. **\$28.95**  
**Eye of Doom** The trail of horror leads deeper into the abyss of the beholder underworld, levels 6 - 10. **\$12.95**  
**Eye to Eye** The adventure trilogy reaches its shattering climax when the heroes face the mightiest of the eye tyrants. Twice the length of the other two adventures, levels 8 - 12. **\$20.95**  
**Evil Tide** An adventure that ties into *The Sea Devils* accessory. All along the coasts, villages have been devastated by the rampages of the horrible fishmen. This is part one of a trilogy. **Due Sep. \$14.50**  
**Night of the Shark** Sequel to *Evil Tide*, but can be played by itself. The fury of the evil fishmen is greater than anyone imagined, and their raids of terror threaten to destroy a kingdom. How can we stop them? **Due Nov. \$14.50**  
**Of Ships and the Sea** Detailed information on all types and sizes of sea-going vessels, ocean and river campaigns, underwater exploration. The nautical rules support *The Sea Devils* and the *Sahuagin* adventure trilogy. **Due Oct. \$32.00**  
**Sea of Blood** Sequel to *Night of the Shark*. The trail of death and destruction caused by the fishmen leads beneath the waves and into the heart of their watery kingdom. Can be played by itself. **Due Dec '97. \$14.50**  
**The Sea Devils** Vicious, rapacious, and thoroughly evil, the sahuagin spread terror wherever they strike. Horrid cruelty is their trademark. These creatures are highly organised in an undersea feudal system. **Due August. \$32.00**

## Odyssey

**Tale of the Comet** Magic and technology clash in this laser-swords-and-sorcery epic adventure. More than just an adventure, this boxed campaign expansion presents an entire enclosed setting-including rules for advanced technology for AD&D. Can be used by

itself or within another AD&D campaign. **Due August. \$48.00**  
**Tale of the Comet** Novel Worlds collide when a comet crashes into the mountain village of Aston Point. After the comet is revealed to be a starship from a faraway planet, the townsfolk are engaged into a deadly battle between the alien Rael and a sinister artificial intelligence. **August. \$9.50**

## Tomes

**Jackdator: Island of War!** Two campaigns in one. This self-contained, alternate AD&D campaign world fits into any AD&D campaign. Players choose one side of the conflict, either the race of wild barbarians, or the clan of technomancer wizards. **Due ?? \$80.00**  
**The Rod of Seven Parts** The Rod of Seven Parts is one of the most powerful artifacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes adventure books, a book of monsters, player reference cards, and 6 detailed poster maps. **\$47.95**  
**The Rod of Seven Parts Hardback Novel** When a thief stumbles upon a part of the Rod, a clash of powers erupts that threatens to destroy his own world and many others. By Douglas Niles. **\$34.95**  
**Return to the Tomb of Horrors** The classic adventure *Tomb of Horrors* was the most challenging AD&D adventure published. Its traps and tricks baffled thousands of players. This all-new adventure revisits this famous AD&D location. And as an added bonus, it includes a reprint of the original adventure. **Due August. \$48.00**

## Tomes Novels

**1. A Thief in the Tomb of Horrors** This novel revisits the site of the Tomb of Horrors. Roland, a thief with too much to prove, knowing that failure could mean death, tries to penetrate the labyrinthine lair. **Due July. \$24.00**  
**2. Knorrman Steel and Charonti Bone** Evil lurks in the depths of the island that is home to both the native Charonti magic-wielders and the newly arrived barbarians who call themselves the Knorr. Though they are enemies, a Charonti sorceress and a Knorr warrior must work together, or their people may be destroyed. **Due June. \$9.50**

## Savage Coast Novel

**1. The Black Vessel** A powerful wizard and his warrior allies race against time and treachery to unlock the secrets of an ancient statue. What deadly key to the forgotten past and the mysterious Red Curse does it hold? **\$9.50**

## Planescape

**PLANESCAPE CAMPAIGN SETTING** A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. But what's out there, and what's in it? Attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. **\$47.95**  
**A Guide to the Astral Plane** The first-ever detailed guide to the "Silver Void", this accessory supplies key information on the drifting corpses of forgotten gods, the evil race of githyanki, violent astral storms, strange psychic energies, etc. **\$25.95**  
**Faces of Evil: The Fiends** The enigmatic fiends come to life! Culture, politics, and lifestyles of some of the most dreaded and popular creatures are brought to light. Everything you want to know about fiends. **Due Sep. \$30.00**  
**Fires of Dis** A deluxe adventure where the characters travel to the terrifying plane of Baator, home of the evil baatezu. They travel through the 1st level of Baator & to the 2nd to the city of Dis. **\$20.95**  
**Harbinger House** Deluxe adventure featuring full color art & a double panel GM screen. Centres around a mysterious house of horrors that is a nexus of power. **\$19.95**  
**Hellbound: The Blood War** A colossal adventure plunging heroes into the Blood War, the millennia-old conflict between the fiends of the Lower Planes. Contains shocking revelations about the fiends and their origins and introduces the legendary commanders of the Blood War. Boxed set including 16 page comic, books, mapbook. **\$39.95**  
**In the Abyss** Adventure which quests into the heart of the Blood War between the tannari and baatezu, levels 7 - 10. **\$15.95**  
**In the Cage: A Guide to Sigil** Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's topographies in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. **\$23.95**  
**Monstrous Compendium Planescape Appendix** 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. **\$28.95**  
**Monstrous Compendium Planescape Appendix II** (full color art of beasts of new beasts). **\$27.95**  
**Monstrous Compendium Planescape Appendix III** The creatures of the Inner Planes are vicious-beasts that thrive in raging fire, bottomless water, blinding radiance, airless vacuum. Dozens of new monsters. **Due Oct. \$32.00**  
**On Hallowed Ground Revealed** - the inside word on the gods of the Outer Planes. Gives players new foes and powers to contend with. With new rules to expand & enhance the role of priest characters. **\$39.95**  
**Planes of Chaos** A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. **\$47.95**  
**Planes of Conflict** A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Wild Wastes, and the prison plane of Carceri. **\$47.95**  
**Planes of Law** Home to the baatezu, one of the most powerful & terrifying of all monster races. More than 200 pages on 5 new levels in the Planes, Mt Celestia, Baator, Acheron, Mechanus & Arcadia. Boxed set that containing 5 double sided poster maps. **\$47.95**  
**Players Primer to the Outlands** A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 pages, map. CD. **\$23.95**  
**Something Wild** When a sinister sect escapes the Red Prison and invades the Beastlands, the result is something wild. This adventure for character levels 4 - 7 features two popular planes, & foreshadows events in the upcoming *Hellbound: The Blood War* adventure. **\$20.95**  
**The City of Doors** Dives into the dark realities of life in the city at the centre of the multiverse. Provides a ward by ward look at specific locations. **Due Nov. \$48.00**  
**The Deva Spark** Adventure - players find a deva being pursued by a beholder. But devas are supposed to be good & lawful, and Behobit only hunt down evil tannari, so what's going on? Player levels 5 - 9. **\$15.95**  
**The Eternal Boundary** An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. **\$15.95**  
**The Factol's Manifesto** 160 page deluxe, full color volume that takes fifteen factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction,

proficiencies, magic, equipment, etc. **\$31.95**  
**The Great Modron March** The clockwork creatures known as modrons march through the grand Upper Planes, the chaotic soup of Limbo, the horrors of the Abyss, and something big's afoot! **Due Oct. \$40.00**  
**The Planeswalker's Handbook** Provides vital info about the planes and introduces new character roles and races. It also defines the new Planeswalker character kit for every class and features new proficiencies, spells, and planar equipment. **\$31.95**  
**The Well of Worlds** A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. **\$23.95**

## PLANESCAPE NOVELS

### Blood Wars Trilogy

**1. Blood Hostages** Two cousins become pawns in the most fiendish war in existence, the eternal Blood War. They enter twisted worlds where they discover they are part of a much larger plot to turn the tide of the Blood War. **\$9.50**  
**2. Abyssal Warriors** Ranges across the planes of existence as Aeraces and Nina struggle on opposite sides of the escalating conflict, he in Sigil, she at the head of an evil abyssal army. **\$9.50**  
**3. Planar Powers** Focuses on the children of Aeraces and Nina as they struggle to complete the cycle begun by their parents, while the eternal Blood War rages on. **Due Aug. \$9.50**

### Other Planescape Novels

**1. Pages of Pain** The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. **Hard \$31.95 Soft \$9.50 Jan '98**

## Birthright

**BIRTHRIGHT: Legacy of Kings** Campaign Setting A whole new campaign setting for AD&D. Players rule great kingdoms and command awesome magic in a world torn by war and conflict. This campaign places players on the throne of their own kingdoms. Not only do they control their heroic character, they are also responsible for the fortunes of a nation in a dark, war-torn world. The rulebook contains all the game info DMs need to run the campaign; the Atlas of Cerilia describes the races, characters, and lands of the island continent; Ruins of Empire presents the starting campaign area of Anuire. The game includes a large BattleMat of a Battlefield for resolving battles, which is broken into zones such as left flank, middle left flank, centre, middle right, and right flank. There are 112 War Cards, depicting various troop types, to be used on the battlefield. **\$47.95**  
**Book of Monsters** A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards. **\$27.95**  
**Havens of the Great Bay** New lands open for heroes to explore, conquer & rule. The Renaissance culture of the Brecht merchants, & the lands & peoples that exist in the Shadow of the Abominations, the Gorgon & the Hag. **\$31.95**  
**Hogunmark Domain Sourcebook** The independent clans of Hogunmark war with the Blood Skull orogs, the White Witch, the elvenmages, and each other. **Due 7-7? \$14.50**  
**Ilien Domain Sourcebook** The benevolent wizard Count Aglonider of Ilien is dead! He has left control of his realm to his trusted apprentice - you. With the considerable power of realm magic behind you, your task is to govern Ilien and defend it from many enemies. **\$10.95**  
**Khourane Domain Sourcebook** A sea power ruled by wizards. Detailed information on the mariners of Khourane, etc. **\$12.95**  
**King of the Giantdowns** Set in Rjurik lands, player characters must brave the Giantdowns, a wild land where humanoid reign in chaos and powerful forces, such as orogs and elves, threaten from all sides. **August. \$19.00**  
**Legends of the Hero Kings** More than 12 adventures that can be set in any region in Birthright. **\$31.95**  
**Medoeur Domain Sourcebook** Ranging from the Spiderfell in the north to the Straits of Aerele in the south, Medoeur was born of faith and the blood of revolution. As agent, you fulfill the duties of a monarch, leading the theocracy to greater heights of glory. **\$10.95**  
**Naval Battle System: The Seas of Cerilia** All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. **\$19.95**  
**Sword of Roale** Hero-agents from Anuire and Khinasi will test their limits against the Abomination, the Chimera. **\$20.95**  
**Talline Domain Sourcebook** To keep yourself on the throne known as the Oak Seat, you must control foreign interests without giving them reason to rise against you, but also beware of traitors in your own court - your predecessor didn't die of natural causes. **\$10.95**  
**The Book of Priestcraft** Priests have the potential to wield great power in Cerilia, this accessory helps priest characters tap hidden strengths and expand their influence. Includes new spells, realm spells, etc. **Due Nov. \$32.00**  
**The Rjurik Highlands** New territory comes into play with this campaign expansion, exploring the lands and culture of advanced Viking-like peoples who battle humanoids of the worst sort. **\$31.95**  
**Tribes of the Heartless Wastes** The savage lands of the brutal Vos, laid open at last. This campaign expansion contains new rules, new spells, and details about the cultures of the frozen tundra. **Due Jan '98. \$32.00**

### Birthright Novels

**1. Greathart** Novel. Five hundred years after the cataclysm of Mt Deismar, the elves mount a fierce resistance against the humans who destroy their forest and sacred groves. **\$9.50**  
**2. The Falcon & The Wolf** Novel. When his family is killed in a treacherous attack, Gaelin becomes the heir to his father's lands. Armed only with his sword and his wits, he struggles to master the power of his ancient bloodline and free his homeland from the oppressor's armies. **Due 7? \$9.50**  
**3. The Hag's Contract** This novel is the story of the legendary pirate king Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. **\$9.50**  
**4. The Iron Throne** Anuire still stands. But so too does one of the greatest villains created in the gods-death - the brutal and power-hungry Gorgon. The Gorgon seeks to destroy the ancient empire, and to drink the blood-power of Roales from the heart of Emperor Michael. **\$11.50**  
**5. War Sequel** To the Iron Throne. Michael Roale died trying to save his empire. Now it is fraught with anarchy and intrigue as heirs, pretenders and usurpers vie for power, threatening to tear the realm asunder. A new saviour is needed. **\$34.95**  
**6. Siege** In this triumphant sequel to *War*, years have passed and there is still no successor to the glory of Michael Roale. As petty nobles scramble for power, a new heir is born, but will he survive? **Due 7? \$9.50**  
**7. The Spider's Test** Novel of the story of Richard Endier's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. **\$9.50**  
**8. The Shadow Stone** Aelies Morren's love for magic leads him to journey to the city of Anuire to study at the Royal College of



Sorcery. But an ancient evil threatens the very fabric of magic through Cerilia. *Due ??*  
**9. Aquilania Software** Across the ocean from Cerilia stands the continent of Aduria, where a young queen begins a dynasty that will span two continents, through two marriages, wars, and treaties. *Due ??*  
**TSR** \$39.50

## Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

### DARK SUN CAMPAIGN MATERIAL

**DARK SUN Revised Campaign Setting** The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfing Skyfarers, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. \$47.95  
**Beyond the Prism Pentad** This product offers extensive information on the world of Athas uncovered in the Prism Pentad novels. The Dragon King is dead and a new undead dragon has emerged. All of the events and characters of the Prism Pentad novels are detailed. There is also a short adventure. \$10.95  
**City by the Silt Sea** The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Giustenal - Dregoth, the undead dragon king, and he is quickly building an army. \$39.95  
**Defilers and Preservers: Wizards of Athas** Provides new proficiencies, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce stormstorms raging across Athas. \$25.95  
**Dragon Kings** A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avatars, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionics, Illusionist magic for Rogues, some extra monsters, 90 new spells & psionic devotions. \$31.95  
**Psionic Artifacts of Athas** An incredible array of psionic powers, including remnants of Athas' Blue Age: living biometallic items of immense power. \$31.95  
**The Wanderer's Chronicle: Mind Lords of the Last Sea** Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak. Includes an adventure. \$32.00  
**Thri-Kreen of Athas** Now you can roleplay a Thri-kreen vicious mantis warrior, including sample thri-kreen packs, info on their nature and society, and character kits. 128 pages + map. \$23.95

### DARK SUN ADVENTURE MODULES

**DSE2 Black Spine Levels 7 - 10** 7 separate scenarios, as the lich queen of the gillyanki is deploying an army to Athas remote prime material plane. Can you stop her endless hordes? can you? \$39.95  
**Windriders of the Jagged Cliffs** Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halfings living in the cliffs dividing the Tyr region from the thri-kreen empire. \$23.95

### DARK SUN NOVELS

#### Prism Pentad

**1: Verdant Passage** Kalak, an immortal sorcerer-king whose evil magic has reduced the majestic city of Tyr to a desolate place of dust, blood, and fear. His thousand year reign is about to end. \$7.95  
**2: Crimson Legion** Only Rikus, the man-dwarf gladiator who sparked the rebellion, can save the city from the armies of Urik's sorcerer-king. With a ragtag militia of nobles, templars, and freed slaves, he must stand against Urik's might. \$7.95  
**3: Amber Enchantress** Sadira, the beautiful sorceress loved by both Rikus and Agis, is torn between the dark power of sorcery and the need to use magic to protect the planet's fragile ecology. \$7.95  
**4: Obsidian Oracle** Power-hungry Tithian emerges as the new ruler of Tyr. When he pursues his dream of becoming a sorcerer-king, only the nobleman Agis stands between Tithian and his desire: possession of an ancient oracle that will lead to either the salvation of Athas - or its destruction. \$7.95  
**5: Cerulean Storm** Rajat: The First Sorcerer - the only one who can return Athas to its former splendor - is imprisoned beyond space and time. When Tithian enlists the aide of his former slaves, Rikus, Neeva, & Sadira, to free the sorcerer, does he want to restore the world - or claim it? \$7.95

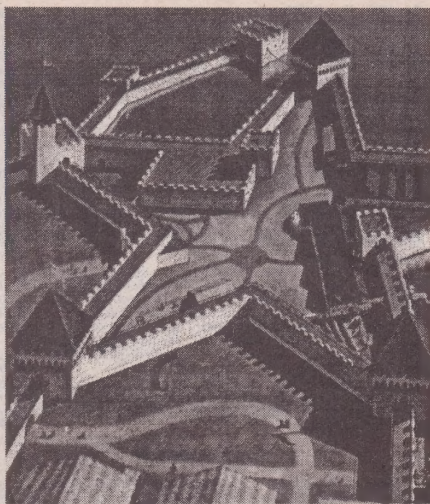
#### Chronicles of Athas

**1. The Brazen Gambit** A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics. \$7.95  
**2. The Darkness Before Dawn** The tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death. \$7.95  
**3. The Broken Blade** The story of Sorak, elfling hero of the Tribe of One. Accompanied by his friend and lover, the villich Ryana, Sorak embarks on a mission of aid for his new master, the Sage. \$7.95  
**4. Cinnabar Shadows** Maribe, one of the "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Qurait. \$7.95  
**5. The Rise and Fall of a Dragon King** The story of Hamanu, sorcerer-king of Urik, and his struggle to prevent his own evolution into a dragon king. As the plot unfolds, we learn the secrets of Hamanu's origins and the events that lead to his ill-fated and corrupt destiny. \$7.95

## FORGOTTEN REALMS

### FORGOTTEN REALMS BOXED SETS

**Forgotten Realms Campaign Setting 2nd Ed.** Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures, 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. \$44.95  
**City of Splendors** A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. \$39.95  
**Lands of Intrigue** Details Amn and Tethyr, two kingdoms along the southern part of the Sword Coast and considered key areas of Faerun. They are kingdoms in the world of turmoil and change. 3 books, 2 maps. *Due Sept.* \$48.00  
**Menzoberranzan** The underworld Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lolth. Contains three books: The City (details streets & districts, customs,



daily life, ect.). The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc! \$47.95  
**Night Below: The Underdark Campaign** The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. \$47.95  
**Ruins of Undermountain** The grotto beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! \$39.95  
**Ruins of Undermountain II** All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adv book, 4 color maps, eight new Monstrous Compendium pages, & 8 cards. \$39.95  
**Spellbound: Thy, Rashemen & Aglarond** A boxed set of the nations of Thy (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targeted by Thy. 4 booklets, 3 maps, 8 monstrous compendium sheets. \$39.95

### FORGOTTEN REALMS CAMPAIGN MATERIAL

**Cult of the Dragon** Long have its members skulked behind the scenes, serving their undead dragon masters and furthering their own twisted agendas. *Due August.* \$32.00  
**Elminster's Ecologies** A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 9 32 page books. \$39.95  
**Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls** Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. \$15.95  
**Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills** Two 32 page & one 8 page booklets covering an area often hinted at but not explored. \$15.95  
**Faiths & Avatars** Info for DMs and human priest character players describing the spheres of the gods and their avatars (mortal forms) in the Realms and the organization of their faiths. New character classes, relics, & mythology. \$39.95  
**FR15 Gold & Glory** A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, etc. Colour plates & maps. \$19.95  
**FOR2 The Drow of Underdark** 128 page sourcebook that reveals everything known about the men-acing Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc. \$23.95  
**FOR3 Pirates of the Fallen Star** Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adv & glossary. 128 pages. \$23.95  
**FOR5 Elves of Evermeet** 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. \$23.95  
**FOR6 The Seven Sisters** Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silvermoon, Sylune, Laeral, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. \$23.95  
**FOR7 Giantcraft** Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages. \$23.95  
**Heroes' Lorebook** The definitive book of game statistics for every hero featured in the Forgotten Realms novels, including Elminster, Drizzt, and King Azoun, providing DMs with everything they need to introduce these characters into their campaigns. \$31.95  
**Pages from the Mages** Presented like a wizard's tome with a huge ornate lock on the cover. Has reprints of old material from dragon mages, and also new material. \$23.95  
**Prayers From the Faithful** Companion to *Pages from the Mages*, provides interesting information on a number of famous priest personalities in the Realms. *December.* \$32.00  
**Powers & Pantheons** Contains info on gods, their followers' religious orders, temple floor plans, etc. Companion to *Faiths & Avatars.* *Due August.* \$40.00  
**Vilhon Reach** Presenting a land of anarchy, where might makes right. Detail info on the relatively unexplored Vilhon Reach region of the Realms and its inhabitants. \$25.95  
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- 3: Siege of Darkness** In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions. **Hardback \$29.95 Softback \$9.50**
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# DRAGONLANCE

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1. **Time of the Twins** The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. \$7.95
2. **War of the Twins** Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he's caught in a time loop that will destroy him. \$7.95
3. **Test of the Twins** Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. \$7.95

### Dragonlance Tales

1. **The Magic of Krynn** A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods. Another story asks if Raistlin truly died? There are tales of sea monsters, dark elves, etc. \$7.95
2. **Kenders, Gully Dwarves & Gnomes** A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. \$7.95
3. **Love and War** A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumors about the past that have bearing on the future of Krynn. \$7.95

### Dragonlance

1. **The Reign of Istar** A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. \$7.95
2. **The Cataclysm** The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. \$7.95
3. **The War of the Lance** Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods of good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. \$7.95

### DL Saga Heroes

1. **The Legend of Huma** A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to Measure, his encounter with unparalleled treachery among the Solamnic knights; his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? \$7.95
2. **Stormblade** The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. \$7.95
3. **Weasel's Luck** Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. \$7.95

### DL Saga Heroes II

1. **Kaz the Minotaur** Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumors of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu. \$7.95
2. **The Gates of Thorbadin** Beneath Skullcap is a path to the gates of Thorbadin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbadin, but he will also open the realm to new horror. \$7.95
3. **Galén Benighted** Sequel to Weasel's Luck. Galén Pathwarden is still out to save his own skin. But when his brother vanishes, he foresees his better judgement & embarks on a quest that leads to a conspiracy of darkness. \$7.95

### DL Saga Preludes

1. **Darkness & Light** Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home, accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, the two separate over ethics. \$7.95
2. **Kendermore** A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who picksles one of everything, including kenders! \$7.95
3. **Brothers Majere** Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. \$7.95

### DL Saga Preludes II

1. **Riverwind the Plainsman** To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical shaft and alights in a world of slavery and rebellion. \$7.95
2. **Flint the King** Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king... \$7.95
3. **Tanis - the Shadow Years** Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. \$7.95

### DL Saga Villains

1. **Before the Mask** Young Verminard grows up unlovely and unloved, trading friends and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit. \$7.95
2. **The Black Wing** The rise and fall of an evil dragon. The black dragon Khisanth is awoken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a way to rise over her, but it proves difficult. \$7.95
3. **Emperor of Ansalon** Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrific forces follow the commands of one man...Ariakas, the Emperor of Ansalon. \$7.95
4. **Hederick the Theocrat** Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic. \$7.95
5. **Lord Toede Vain**, pompous, and unreliable, Stavemaster and Dragon Highlord Fewmaster Toded survives every evil trial and tribulation. \$7.95
6. **The Dark Queen** Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss. \$7.95

### Elven Nations Trilogy

1. **Firstborn** Sithel, the leader of Silvanesti elves, struggles to maintain a united elven nation, while his twin sons' ambitions threaten to tear it apart. Kith-Kanan leads the Wildrunners, who create tensions by trading with the humans; Sithas allies himself with the elven court. The father mysteriously dies, Kith-Kanan is blamed, Sithas is enthroned. \$7.95
2. **The kinslayer** Wars Kith-Kanan commits the ultimate heresy for an elven prince by falling in love with a human. His twin brother Sithas declares war on the humans, and Kith-Kanan finds himself caught in between. \$7.95
3. **The Qualinesti** The founding of the Qualinesti and the creation of the magnificent society of the renegade elves, the Qualinesti. Kith-Kanan becomes the first Speaker of the Suns, but he is haunted by the unfaithfulness of his wife, and the mysterious behaviour of his son and successor. \$7.95

### Dwarven Nations Trilogy

1. **Covenant of the Forge** As the drums of Balladine thunder forth calling humans to trade with the dwarves of Thorin, Grayven, a human struck by the magic of Graystone, infiltrates the dwarven stronghold, determined to annihilate the dwarves and steal their treasure. \$7.95
2. **Hammer & Axe** Dwarven clans unite against the threat of encroaching humans and create the fortress of Thorbadin. But old rivalries are not easily forgotten, and the resulting political intrigue brings about catastrophic change. \$7.95
3. **The Swordsheath Scroll** Despite the stubborn courage of the dwarves, the Wilderness War ends as a no-win. The Swordsheath Scroll is signed, and the dwarves join the elves of Qualinesti to build a symbol of peace among races: Pax Tharkas. \$7.95

### Meetings Sextet

1. **Kindred Spirits** The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis. When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. \$7.95
2. **Wanderlust** When Tas accidentally pokes a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phaeonians to save both Tas & the Black Robes from a fate far worse than death. \$7.95
3. **Dark Heart** The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitiara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish stranger whose fate is intermingled with hers. \$7.95
4. **The Oath and the Measure** Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. \$7.95
5. **Steel and Stone** Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. \$7.95
6. **The Companions** Together in Solace, the seven companions learn about friendship an daughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. \$7.95

### Defenders of Magic Trilogy

1. **Night of the Eye** The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. \$7.95
2. **The Medusa Plague** The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel. \$7.95
3. **The Seventh Sentinel** The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic. \$7.95

### Miscellaneous

1. **Dragons of Krynn** An anthology of dragon tails - oops - tales. \$7.95
2. **The Dragons at War Companion** to *Dragons of Krynn*, features a new collection of stories. \$7.95
3. **The Dragons of Chaos** This new short story anthology features brave heroes, dark villains, differing races, and all varieties of dragons. *Due Jan/93.* \$9.50
4. **The Second Generation** Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. \$9.50
5. **Murder in Tarsis Hardcover** The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhisis and Paladine. \$29.95
6. **The Doom Brigade** During the Chaos War, two isolated bands of disparate enemies - dwarves and draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties. Hardcover \$37.95
7. **Tales of Uncle Trapspringer** The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! *Due Dec.* \$9.50
8. **The Soul Forge Hardcover** novel. The Chaos War is over, and once again Raistlin bids his companions farewell. Then he pauses to reflect on his life. *Due ??* \$38.00

### DL Saga Lost Histories

1. **The Kagonesti** The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. \$7.95
2. **The Irda** Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. \$7.95
3. **The Dargonesti** Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. \$7.95
4. **Land of the Minotaurs** Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. \$7.95
5. **The Gully Dwarves** The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimmest of villains. \$7.95
6. **The Dragons** From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. \$7.95

### DragonLance Warriors

1. **Knights of the Crown** The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. \$7.95
2. **Maquesta Kar-Thon** Maquesta Kar-Thon races against time, high seas pirates, and her own trepidations to win her father's freedom. \$7.95
3. **Knights of the Sword** The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted. \$7.95
4. **Theros Ironfeld** The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine. \$7.95
5. **Knights of the Rose** The third quest of Sir Pirvan of the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty. \$7.95
6. **Lord Soth** The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. *Due Aug.* \$7.95
7. **The Wayward Knights** Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago. *Oct.* \$9.50

### Lost Legends I

1. **Vinas Solamnus** Chronicles the life story of the founder of the Knights of Solamnus. Chosen to lead Krynn to enlightenment, Vinas embarks on a quest for honor that will shape the future of his world. *Due Sep.* \$9.50

## RAVENLOFT

### RAVENLOFT CAMPAIGN MATERIAL

**RAVENLOFT: DOMAINS OF DREAD** Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign boxed set. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. *Aug.* \$48.00

**A Guide to Transylvania** The only traveller's guide to the heart of darkness in Gothic Earth - the legendary Transylvania. Here in Transylvania, the setting for the most horrifying and true adventures in the hunting ground of vampires, gnomes and werewolves. \$20.95

**Champions of the Mist** This rogues' gallery of heroes presents a multitude of characters, including the most popular heroes of the Ravenloft novels. Includes possible adventure hooks & background stories. *Due ??* \$19.00

**Children of the Night: Vampires** Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter, Lyssa, Jander Sunstar, and eleven other truly unique vampires of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. \$25.95

**Forged of Darkness** Discover many unique magical artifacts of the Darklords - including Azalin the lichlord's personal cache of horrors. The dark history behind each mystical artifact in this collection and the cause associated with it is revealed. \$20.95

**MC10 Ravenloft Monsters** Describes a host of foul creatures from the fantasy-horror genre. \$17.95

**Masque of the Red Death & Other Tales** A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. \$39.95

**The Gothic Earth Gazetteer** A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s: complete history of that decade, 12 short adventures, etc. \$15.95

**Monstrous Compendium: Ravenloft Appendices I & II** The original two Ravenloft Monstrous Compendiums put together to form one book. \$31.95



# 12 - Roleplaying Games: Earthdawn - Fading Suns

**Monstrous Compendium Ravenloft App #3** 128 pages of more beasts to spring on unsuspecting PCs. \$28.95

**RR1 Darklords** This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demesne, special abilities, and spectacular powers. \$17.95

**RR4 Islands of Terror** 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen to a once virtuous lady fallen from grace. \$17.95

**RR5 Van Richten's Guide to Ghosts** Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, etc. \$17.95

**RR8 Van Richten's Guide to the Created** Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. \$20.95

**Van Richten's Guide to the Ancient Dead** The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. \$20.95

**Van Richten's Guide to Fiends** This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. \$19.95

**Van Richten's Guide to the Vistani** Focuses on the wandering gypsies in the Demiplane of Dread, these evil gypsies, once kidnapped Van Richten's son and sold him to a vampire. \$19.95

**The Nightmare Lands** A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. \$31.95

## RAVENLOFT ADVENTURE MODULES

**RE1 Adams Wrath** A Frankenstein adventure, where PCs must try to stop Dr. Mordenheim's hideous monster. \$15.95

**RM1 Roots of Evil** The master vampire Strahd Von Zarovich faces the final apocalyptic showdown with Azalin the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12. \$19.95

**RM2 The Created** By day a mad puppeteer sells his wares in his humble toyshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. Levels 5-8. \$12.95

**RM3 Web of Illusions** Adventure in Sri Raj, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. \$17.95

**RM5 Dark of the Moon** A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thanks TSR! \$17.95

**RQ2 Thoughts of Darkness** Bluespurr (great name! did someone trip over their typewriter?) is a land of endless night where the lightning falls like rain, and an illlithid High Master is hatching vampiric mind players in an attempt to achieve immortality. \$15.95

**A Light in the Belfry** An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. \$23.95

**Children of the Night: Ghosts** Thirteen restless spirits roam the lands, each one a unique entity with its own power, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. Due Dec. \$29.00

**Chilling Tales** A collection of short Ravenloft Adventures which can be used as short, one night escapades or be plugged into an ongoing campaign. \$15.95

**Circle of Darkness** A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultrapotential monster before it becomes a Dark Lord. \$15.95

**Death Unchained** In the land of Dementieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. \$20.95

**Death Ascendant** Sequel to *Death Unchained*. The Ebon Fold's web of intrigue spreads as the master reaps the fruits of Darkness and prepares to proclaim himself Emperor of Terrors. \$20.95

**Hour of the Knife** Jack's back (ie the Ripper), except he's really a doppelganger who can copy anyone. \$15.95

**Howls in the Night** Inspired by Sir Arthur Conan Doyle's Hound of the Baskervilles, 32 pages. \$10.95

**Neither Man Nor Beast** The heroes have a confrontation with Franksek Markov, lord of Arkavia, who has been conducting experiments that transform animals into humans & vice versa. \$15.95

**Servants of Darkness** Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure. Due ?? \$19.00

**The Awakening** For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. \$15.95

**The Evil Eye** The heroes must prevail upon the mysterious powers of the gypsy Vistani in order to complete their mission. \$15.95

**The Forgotten Terror** Adventure. A crossover to the *Forgotten Realms* campaign concludes the story as begun in the *Castle Spuzzer* adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. Due Oct. \$19.00

**The Shadow Rift** Adventure. Dark elves from legends have escaped from the confines of the Shadow Rift. The heroes must find the clues that lead into the mysterious mist-filled canyon to set things right again. Sept. \$40.00

**When the Black Roses Bloom** Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army. \$15.95

## RAVENLOFT NOVELS

### The Ravenloft Series

1. **Vampire of the Mists** Jander Sunstar, an evil vampire, is pulled into the newly formed dark domain of Barovia and forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. \$7.95

2. **Knight of the Black Rose** The cruel death knight Soth finds he gets into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. \$7.95

3. **Dance of the Dead** Larissa is a dancer on a riverboat that journeys to the zombie-plagued island of Souragne. The music is chilling, the captain is sinister, and Larissa must master the Dance of the Dead to save herself. \$7.95

4. **Heart of Midnight** Even before he had drawn his first breath, Casimir had inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. \$7.95

5. **Tapestry of Dark Souls** The monks' hold over the Gathering Cloth, containing some of the vilest evils in Ravenloft, is slipping. They only hope is a strange youth, who will become either the monks' champion...or their doom. \$7.95

6. **Carnival of Fear** \$7.95

7. **The Enemy Within** \$7.95

8. **Mordenheim** \$7.95

9. **Tales of Ravenloft** Anthology \$7.95

10. **Baroness of Blood** A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. \$7.95

11. **Death of a Darklord** A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leader who rule Kartakkas. But who is their real target? \$7.95

12. **Scholar of Decay** Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes

down. \$7.95

13. **King of the Dead** The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. \$7.95

14. **To Sleep with Evil** Focusing on the mystical Vistani fortune-tellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. \$7.95

15. **Lord of the Necropolis** By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenloft. His plan succeeds, but only partially, resulting in startling, permanent changes in the land of Darkon. Due November. \$9.50

16. **Shadowborn** The name Shadowborn brings horror into the hearts of the undead, for it belongs to the family who has pledged to reclaim the Demiplane of Dread for the forces of light. Shadowborn, armed with his own weapons of enchantment, sets out to destroy the undead. Due ?? \$9.50

## Miscellaneous

1. **I, Strahd** Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. Hardcover - \$23.95 Softcover - \$9.50

2. **I, Strahd: The War Against Azalin** Strahd's perfect aristocratic existence is threatened by the arrival of the evil lich Azalin, whose army of the undead lays waste to the borderlands. In the war of undead verses undead, who can survive? Due ?? \$9.50

## Earthdawn

**FANTASY** Epic fantasy adventures in a medieval world, where the struggling people of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. By FASA.

**EARTHDAWN RPG** A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Winding thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. Softcover \$31.95

**Arcane Mysteries of Barsaive** Magicians wield the greatest and most fantastic powers, their spells can blast away mountains, turn day into night, and raise the dead. Offers more than 200 spells. Includes new talent knacks and magical items, ranging from simple fire-starter wands to magical treasures once wielded by heroes. \$24.00

**Barsaive Campaign Set** Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. \$39.95

**Blades** This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens all life. \$23.95

**Creatures of Barsaive** The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Denzins, with its fabled wing, the pangolus, who can disembowel a troll with one swipe of its claws, & 50 creatures. \$28.95

**Denzins of Earthdawn Vol 1** Includes heaps of full color plates, this 128 page book describes the elves, humans, T'skrang, and windings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. \$28.95

**Denzins of Earthdawn Vol 2** An in-depth description of dwarves, obsidians, orks, and trolls such as Fluffy Turnbills, Bob Floppers & just kidding) & how they fit into society. \$28.95

**Earthdawn Companion** Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lighthouse, rules for ship combat, etc. \$28.95

**Earthdawn GM Pack** GM Screen, sheets of treasure cards, a full length adventure, & campaign guidelines. \$19.95

**Earthdawn Survival Guide** Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive. Includes first-person accounts of Barsaive's myriad of dangers, from the hazards of the underground and wilderness expeditions to the dangers of travelling, as well as descriptions of the Badlands, Death's Sea, the Mist Swamps, and the Wastes; and rules for travel and first aid and healing. \$28.95

**Horror** The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind... \$28.95

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**Legends of Earthdawn Vol 2: The Book of Exploration** Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. \$15.95

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## EARTHDAWN NOVELS

6. **Shroud of Madness** Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline. \$3.95

7. **Lost Kaer** Kaer Moar's depressed inhabitants believe the Scourge will rage outside the protective walls. When Delain discovers that the keystone responsible for warding off Horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight. Due Nov. \$7.95

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**Fading Suns GM Screen & Weapons Compendium** A sturdy screen with charts and tables, complete with weapons and armor lists and more. Includes a fully illustrated Weapons Compendium detailing the wide variety of Known Worlds weapons, from splinter swords and cluster guns to the more exotic Symbiot guns. **\$19.00**

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**Back For Seconds** Help wanted. Kill-crazed assassins,

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**GURPS Fantasy Folk 2nd Ed** From the tiny winged Ellyllon to the tree-top-tall Giants, this book brings 24 nonhuman fantasy races to GURPS. **\$31.95**

**GURPS Goblins** The first full color GURPS supplement. This is an adult only humor look at 1830 Georgian London. This culture is infested with goblins, devious, evil creatures which includes gnomes, hobgoblins, trolls, ogres, giants, etc. They come in whatever shape, size and color they please. **\$31.95**

**GURPS Greece** Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. **\$31.95**

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**GURPS Illuminati** The Secret Masters have denied all knowledge of the various conspiracy theories put forth in this recently published book. "To begin with, we don't even exist," said a spokesman. "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" **\$28.95**

**GURPS IOU** About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6) No black holes on campus. Except small ones on pizzas; 7) No antimatter on campus, either. Even on pizzas; 8) Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! **\$31.95**

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**FANTASY** A fantasy world with an extensive, rich background. By Columbia Games.

**HARNMASTER RPG 2nd Ed** The long awaited 2nd Edition rules for the Harnworld fantasy world setting. This edition has been completely rewritten, with an emphasis on ease and use an fun. The rules are presented in a modular format, with dozens of optional rules that allow you to customize your own level of detail. All pages

are printed on cardstock, with extensive use of color. Characters have personal histories and distinct personalities. Skills are derived from character attributes and improve with experience. Combat depends on weapon skills and experience. Does not use "hit points". You receive injuries to your body, and these wounds take time to heal. **\$49.95**

**HarnMaster Pilots' Almanac** Details later. **\$25.95**

**HarnMaster Character Sheets** Pad of character sheets in full color. **\$10.50**

**HarnPlayer** Composed of three parts. The first is an overview of the geography, politics, economics, law, religion, and history of Harn. The second covers the Harnic legends and folklore. The third is a players' Harnic Dictionary, a comprehensive alphabetical reference which players can look up on an ongoing basis. **\$25.95**

**HarnMaster Harnic Details later.** Due Nov. **\$37.95**

**HarnMaster Religion Details later.** Due July. **\$37.95**

**HarnMaster Bestiary Details later.** Due Sep. **\$63.95**

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**HARNWORLD 2nd Ed** This is a realistic medieval environment for fantasy gaming. Using any rule setting, you can now create and plan your own quests and adventures within a complex and detailed fantasy background. Quality, detail and consistency are evident on every page. This two book set includes a stunning color map of Harn, along with an overview and detailed index of the cultures, economics, geography, history, politics, and religions of the island. Also covers Kethira and Lythia with the same detail. **\$32.50**

**100 Bushels of Rye** Adventure in which the players must investigate the violence at Loban manor and Amba mine, and then if possible solve the mystery. The village of Loban has been murdered and described in some detail. **\$12.95**

**Araka-Kalai** The mysterious pit of Ilvar is reputed to be the home of Harn's most bizarre inhabitant, the deity Ilvar. Includes two color maps, one of the pit and another of a nearby temple complex, geography and history of the area, and an adventure for several adventurers. **\$20.95**

**Azadmere** A dwarf mountain kingdom and city. Includes a color map of this impressive walled city, plans of the city's tunnel network, and history, culture, religion and economics of this region. **\$17.95**

**Castles of Harn** All eight sites in Castles of Harn include a color local map, interior plans of each castle, and a key to special features in each settlement. **\$20.95**

**Castles of Orbaal** With a full color map of the Viking Kingdom of Orbaal, showing all major settlements, roads, trails, etc. With an index of political, social, and economic for each settlement. Features four castles in detail including color maps, detailed interiors. **\$20.95**

**Cities of Harn Details later.** Due Dec. **\$32.50**

**Chybisra** A tiny feudal kingdom in eastern Harn, ruled by Verlid II. Chybisra maintains a fragile independence from Kaldor and Melderyn, both of whose kings have claims on her crown. Includes full color map, history, etc. **\$15.95**

**Curse of Ilven** An adventure set in the locals of Borin. Ilven, Varaxis, and the Vax of Nascent Visions, which is a great city in Yashain, fought over by legions of Larani and Agrik for thirty centuries. It is currently held by an ambitious warlord of unknown

**Dead of Winter Adventure.** Due July. **\$15.95**

**Evaal Elf Kingdom.** More details later. Due Sep. **\$20.95**

**Kaldor** The Kingdom of Kaldor is on the verge of a succession crisis. The aging king has no legitimate heir, and contenders for the throne are jockeying for position. A large color map of the kingdom is included, with political, historical, economic, and cultural notes. **\$23.50**

**Kiraz: the Lost City** Now and then an adventurer grown brave from too much ale, and greedy from tales of treasure, comes to Kiraz. If he is not enslaved or slain by the Equani or gargun, he may just manage to escape. **\$15.95**

**Nasty, Brutish & Short** Contains details on the unique Gargun (orc) cultures of Harn, color maps, and interior plans of four Gargun caverns, and six related orc-bashing adventures. **\$20.95**

**Orbaal** This fragmented and unruly northern kingdom, was a Jarin realm before being conquered by Ivinian vikings. Includes notes on the history and culture of Orbaal, genealogical data on the royal clan, and a color page of heraldry for thirty-eight great clans. **\$20.95**

**Pilots' Almanac** Maritime and piloting rules for Harn. With this module it becomes possible for PCs to go to sea and follow a career as a pilot, pirate, or maritime trader, or a combination of all three. With 4 gorgeous color maps. **\$26.00**

**Tharda Republic.** More details later. **\$20.95**

## Heavy Gear

**SCI-FI** A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gear card combat game. The world is heavily inspired by Japanese anime and manga.

**HEAVY GEAR RPG** This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. **\$47.95**

**Duelist's Handbook** The ritualized and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayr is detailed as well as 7 PCs. **\$31.95**

**Heavy Gear Character Compendium** Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. **\$31.95**

**Heavy Gear: Desert Maps (4)** Two each of two 15" x 19" color maps of desert, with 1" hexes. **\$17.95**

**Heavy Gear Gamemaster Starter Kit** A stunningly produced accessory for Heavy Gear, including a three fold GM screen with all the important tables; a 48 page booklet containing a ready to run adventure with a full cast of PCs and NPCs; two new Heavy Gears; blank character sheets: 4 16x21" color maps of desert, 2 of woodlands; nearly 100 stunning cutouts including 24 Heavy Gears, 16 APCs, 2 striders, 16 infantry, 27 speed markers. **\$40.00**

**Heavy Gear GM Screen & Counters** Same screen and counters as above, but without the booklet & maps. **\$22.50**

**Into the Badlands Sourcebook** Info on the people of the Badlands. Focuses on people and events, and emphasizes how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. **\$21.50**

**Mini Heavy Gear** This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) **\$2.95**

**Northern Lights Confederacy Sourcebook** Travel to the true north of the vast Heavy Gear world. Gives complete details on the NLC, which is torn apart by a powerful



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religious conflict. Includes details on Sorrento Revisionism, all 14 Norlight city-states, warrior monks, Henema Police Quick Response Teams, etc. **\$32.00**

**Northern Vehicle Compendium One** This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with all the weapons, perks and flaws found in these two books, and a wealth of new material. Has fifteen heavy gear classes, seventy vehicles, two strider classes. **\$43.50**

**Northern Vehicle Record Sheets One** Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. **\$29.95**

**Southern Republic Army List** The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilization. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. **\$39.95**

**Southern Republic Sourcebook** Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. **\$32.00**

**Southern Vehicle Compendium One** All the Southern vehicles found in the Heavy Gear books, as well as brand new Heavy Gear designs, along with background information on the Corporations making the Heavy Gear. **\$43.50**

**Southern Vehicle Record Sheets One** Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. **\$29.95**

**Tactical Air Support** Covers everything not included in the primary rulebook, from air war tactical rules (movement, special maneuvers, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. **\$26.95**

**Tactical Field Support** Contains the all-new skirmish scale, a detailed advanced combat initiative system for small unit actions, advanced artillery rules, advanced minefield rules, eight new support weapon systems, and game stats for 25 battlefield support vehicles. **\$32.00**

**Technical Manual** Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology. 23 new ammo types. **\$31.95**

**Terra Nova Sourcebook** Complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each region's flora and fauna; a listing and description to all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonized by man in the 62nd century, etc. The entire book is beautifully illustrated in B&W. **\$31.95**

**Woodland Maps (4)** Two each of two 15" x 19" color maps of woodlands, with 1" hexes. **\$17.95**

## Heroes Unlimited

**SUPERHERO** A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By Palladium. **\$32.00**

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**Aliens Unlimited** 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. **\$31.95**

**Mystic China** The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. **\$31.95**

**Williams Unlimited** Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. **\$40.00**

## High Colonies

**SCI-FI** A simple role playing game set in our near future. By Columbia Games. **\$32.00**

**HIGH COLONIES RPG** Two hundred years in the future, Earth is a deadly wasteland, ravaged by nuclear, chemical and biological weapons. Humanity lives in exile, clinging to life on a multitude of space stations in the Solar System. These stations are the High Colonies, the last hope of mankind. Players assume the roles of men and women struggling to succeed in a dangerous society. They face threats from alien creatures, bio-engineered renegade soldiers, fanatical tyrants and desperate pirates. 102 pages with simple to follow rules. **\$18.00**

## HOL

**HOL** Human Occupied Landfill. An Adults Only roleplaying game set in a future gone wrong. By White Wolf (Black Dog Game Factory) **\$25.95**

**HOL Human Occupied Landfill.** An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. **\$25.95**

**Buttery wHOLesomeness** Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. **\$17.95**

## Immortal

**FANTASY** A game about immortal spiritual beings who have lived throughout human history, much like the Highlander movie. By Precedence Printing. **\$48.00**

**IMMORTAL The Invisible War RPG** You were there when the Sanguinary fled the crucible, when the Sphinx was not stone by flesh, when Paris slew Achilles before Troy, when Arthur wept, betrayed. You knew the painter Adolf who set out to "purify" the world, the sniper whose bullet claimed Kennedy's life. The age of innocence is ended, and immortal beings are awakening everywhere throughout the world, each striving to rediscover the secrets of their own fantastic past. 288 page book full of color photos & heaps of background info. **\$35.00**

**Immortal Dracul** The secrets of Pride Dracul revealed: new Dracul abilities and background, Dracul's war-torn history, its Great Houses, adversaries, Bushido Pathwalkers and Ninja Shadow Warriors, the Forbidden City, etc. **\$28.95**

**Immortal Pilot Pack** Includes a three fold Narrator's Screen, 12 full color character record sheets, a 32 page adventure called Project Looking Glass. **\$18.00**

**Immortal Serenades** A definitive guide to the mystical powers of immortal beings, including fully revised and clarified rules for voicing serenade powers; the secret serenades of each of the thirteen immortal brides; over 75 never before published mystic powers, etc. **\$27.00**

**Dream Stroke** Millennia have passed since the world shaping power of the first tryst was imprisoned inside a hidden mantle universe. Now a ravishing immortal is compelled by dreams she cannot explain. A master stroke of revenge is about to fall, and only you stand in the way. **\$18.00**

**Lost Trinity** An epic script presented in three acts, with over 35 different scenes, as well as a CD audio soundtrack and full color map. Three primordial powers have been summoned to Earth - Leviathan, Rukhsa and Sharakai, the Spirit Dragon. Can your group of players overcome the temptation of ultimate power and the power of these three entities? **\$39.00**

**The Art of War Expanded** rules and new options for resolving combat. Details of the Shian-Rhi, the first magical art developed by immortals, as well as over 25 other fighting styles from around the world. 96 pages, brimming with new combat maneuvers and weapons useable by all immortal characters. **\$25.00**

**The Shapeshifter's Manual** Within every immortal heart is chained an ancient beast, a feral passion that struggles eternally within its bonds, snarling for release. Vampires, lycanthropes, shapeshifters of every kind. **\$27.00**

## In Nomine

**ANGELS VS DEMONS** Set in today's world, angels and demons battle it out for the souls of mankind. By Steve Jackson. **\$32.00**

**IN NOMINE RPG** They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. **\$39.95**

**In Nomine Hardcover RPG** Exactly as above, except with a hardback cover. There are two versions - you can choose white or black. **\$48.00**

**In Nomine GM Pack** GM Screen plus an adventure for three to five Celestials, angelic or diabolical. **\$17.95**

## Jovian Chronicles

**SCIENCE FICTION** A complete Science Fiction adventure based on Japanese anime, brought to us by Dream Pod 9. **\$32.00**

**JOVIAN CHRONICLES Companion Silhouette Edition** The popular classic anime game is back! This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. More details next catalog. **\$40.00**

**Jovian Chronicles Companion** Contains even more info on the world and history, along with advanced rules for character generation and tactical combat; also has a complete adventure, + 12 vehicles. **\$32.00**

## Kingdoms of Kalamar

**FANTASY SETTING** A complete fantasy setting for use with other Fantasy RPGs, such as Rolemaster or Webs or AD&D, etc. **\$32.00**

**Kingdoms of Kalamar** This brand new boxed set is a complete fantasy campaign setting, the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drhokker Horse-fords; a 88 page guidebook of deities and religions, secret organisations, etc; and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself). **\$30.00**

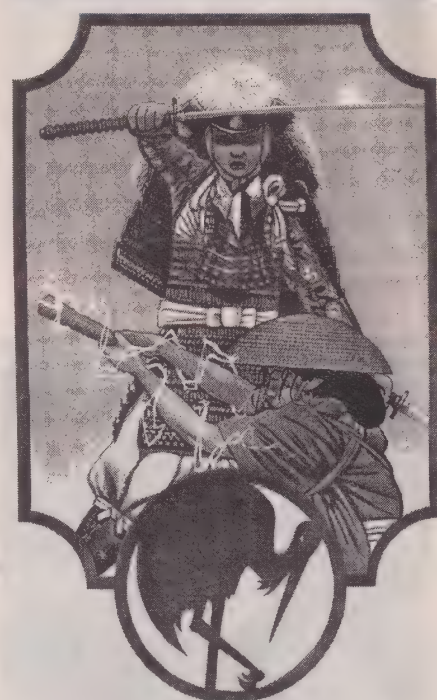
**Tragedy in the Brodein** Tragedy in the House of Brodein is an adventure/accessory for Kingdoms of Kalamar. The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, etc, player aides, 8 maps. **\$11.00**

## Legends of the Five Rings

**ORIENTAL FANTASY** A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings*. By Five Rings. **\$48.00**

**LEGEND OF THE FIVE RINGS RPG** A 250 page hardback book that brings us roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. **\$48.00**

**Legends of the 5 Rings GM Pack** With a full color GM screen, advanced mass combat rules, and an adventure, *The Ruins of Old Yasuki Palace*, where a brave band of samurai pierce its crumbled walls and learn the terrible secret at its core. *Sept.* **\$20.00**



Legend of the Five Rings

## Macho Women With Guns

**Spoo! A** sling off at other RPGs and common sense in general. By BTRC. **\$11.00**

**MACHO WOMEN WITH GUNS RPG 2nd Ed** I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylight out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentence. **\$11.00**

## Mage

**DARK FANTASY** Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. By White Wolf. **\$34.95**

**MAGE 2nd Ed** A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystick power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandil, wild Maraunders, implacable Technomancers and the enigmatic Umbrrood oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. **\$44.95**

**Beyond the Barriers: The Book of Worlds** Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, paradox realms, chantries, umbral reflections and mysterious Zones spin in the unmapable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step... **\$34.95**

**Book of Shadows** The Mage players guide, including new Traditions, rites, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. **\$28.95**

**Celestial Chorus** Tradition Book. The sacred Song of the One beckons these holy mages to add their voices to the world's salvation. Are they blind prophets or the harbingers of Ascension. **\$15.95**

**Cult of Ecstasy** Tradition Book. The wild Cultists smash aside the barriers of law, culture & time itself searching for more ecstasy, & they reach inner truths or obliteration in response to their efforts. **\$15.95**

**Destiny's Price** An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. **\$23.95**

**Dreamspeakers** Tradition Book. Formed as a compromise, shunned as throwbacks, the Dreamspeakers emerge from the mists to guide the world to an awareness of its ills - by force if necessary. From their uneasy beginnings to their resurgence in the modern era, the Dreamspeakers have walked a steady road. **\$16.00**

**Euthanatos** Tradition Book. Unjustly branded death mages, the Euthanatos serve the Great Cycle as best they can, redeeming who they can. This book dispels many myths and explores uneasy truths about these frightening mages. Templates, foci, weapons and more. **\$16.00**

**Halls of Arcanum** Eccentric scholars of the Virtual Reality Net, including magic ratings, formatting, combat, whitout, system crashes, the Spy's Demise, and two ready to run tales set in the net. **\$18.95**

**Hidden Lore: Mage 2nd Ed Screen & Sourcebook** All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. **\$23.95**

**Horizon: The Stronghold of Hope** 500 years ago mages



created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through it's halls. **\$23.95**

**Loom of Fate Characters** find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. **\$15.95**

**Mage Chronicles Volume 1** Features *The Book of Chanturies* and *Digital Web*. With vital information for storytellers and players alike on establishing laboratories, workshops and hideouts - the places a mage needs to master his magic. **\$38.50**

**Order of Hermes** Described mysteries to outsiders, the mages of Hermes have been perfecting their Arts for nearly a thousand years. These wizards have prevailed through wars with mortals, vampires, etc. *Due Sep.* **\$16.00**

**Technocracy: New World Order** The dreaded Men in black dog the steps of Tradition mages, kidnapping, interrogating, threatening, or removing any threat to the Greater Good. **\$15.95**

**Technocracy: Void Engineers** Something's out there...and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep sees, deep space, alternate dimensions, virtual reality. With a fully detailed Umbral Cruiser and its crew. **\$15.95**

**The Akashic Brotherhood Tradition Book** Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rites, and Talismans of Do, 6 character templates, for players or Storytellers. **\$15.95**

**The Book of Crafts** Those who see only the four sides of the Ascension Conflict ignore the Crafts, magical societies that forsake Traditions and Technocracy for the Path of their ancestors. Templars, voodoo priests, alchemists & modern Amazons are a few of the nine groups described here. **\$28.95**

**The Book of Madness** Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephandi, the corrupters; Marauders, Foot-Soldiers of Chaos; Demons, the Renders of Souls; Paradox Spirits, the Mage's Bane; Umbrord, the Living Mysteries; & Shade-dwellers of Earth & beyond. **\$23.95**

**The Book of Mirrors A Storytellers Guide for Mage.** Covers situation by situation storytelling, developer's FAQ, secrets of the Ascension War, sample characters; a step-by-step chronicle history, index to Mage books, rules & magics, etc, for this world loaded with dangers and intrigue. **\$29.00**

**The Chantry Book** Allows players to create a vibrant, fully realised Chantry for their mage characters. **\$23.95**

**The Chaos Factor** A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haigh, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. **\$23.95**

**The Fragile Path** A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. **\$16.00**

**The Sons of Ether Tradition Book** From the fringes of science and magic, the Sons of Ether carve mad wizardry and bizarre technology. By funneling their wild theories through technomagic, the Sons blast the static truths of the Technocracy into ruin. **\$15.95**

**The Technocracy: Progenitors** The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. **\$15.95**

**Verbena Tradition Book** Traces the origins and practices of the Verbena, their allies and enemies, and their quest for the understanding of the Self in all its forms. **\$15.95**

**Virtual Adepts Tradition Book** Detailing the cyberhacker wizards, with 6 character templates, history, factions, & paths of Virtual Adepts, slang terms, new rites, etc. **\$15.95**

## MAGE NOVELS

- 1. Truth Until Paradox** Dire portents loom in the City by the Bay. The recent earthquake may not have been an entirely natural phenomenon. Mages gather to investigate the situation. **\$8.00**
- 2. Tower of Babel** Max Zerk is an Inquisitor for the Technocracy - and he was accidentally created by an author, Ron Church, who has magical abilities. When the two meet, both of their worlds are shattered. **\$9.50**
- 3. Through A Glass Darkly** Set in three different time periods, this is a journey through the pages of history that have defined man's views on faith, science and mysticism. Due Oct. **\$9.50**

### The Horizon War Trilogy

- 1. The Road to Hell** The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and...elsewhere. A villain from the mages' past returns to claim his legacy. **\$9.50**

## Manhunter

**SCI-FI** You all remember RIFTS MANHUNTER, well, this is the game that it was developed from. By Myrindom Press.

**MANHUNTER RPG** A game of bounty hunting in the far future. The Manhunter Universe is a strange and varied world for the gamer to adventure in. Filled with as many dark and dangerous corners as bright, high tech starports. With many different societies interacting within it, the main body is held together by the Agilo-Terran Planetary Defense System. Rules cover every aspect of bounty hunting, high tech gadgets to magic; Terran, alien or robotic characters; special ship and robotic design rules, and a list of the most wanted criminals. **\$32.00**

## Mechwarrior

**SCI-FI** Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. By FASA.

**MECHWARRIOR 2nd Ed.** The complete role playing game set in the BattleTech Universe. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, alternate history, etc. **\$23.95**

**1st Somerset Strikers** The TV animated series. The series features Adam Steiner, leading a ragtag group of mercenaries called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. **\$28.95**

**Comstar Sourcebook** Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new Mech and ComStar character archetypes. **\$23.95**

**Jade Falcon Sourcebook** Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. **\$23.95**

**Living Legends** An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardize a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. **\$15.95**

**Mechwarrior Companion** Guidelines for creating and running

an extended military campaign are featured, as well as a wide variety of settings and themes for making your game unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. Out now. **\$23.95**

**Royalty & Rogues** Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. One lone woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you mages to find and bring her back. **\$15.95**

**Wolf Clan Sourcebook** Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (O! The premier Clan, thankyou!) **\$23.95**

## MECHWARRIOR NOVELS

### Return of Kerensky Trilogy

- 1. Lethal Heritage** Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Inner Sphere - the Clans! Nothing the Inner Sphere has can stop the Clans awesome mechs and Elemental Infantry. But what is the purpose of the Clan invasion, and why do to the Clans bid against rival factions before each battle. By Stackpole. **\$9.95**
- 2. Blood Legacy** The Clan invaders have declared an assault on the Draconis Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? **\$9.95**
- 3. Lost Destiny** The Inner Sphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Inner Sphere's only hope lies with the very men who betrayed them - Comstar. **\$9.95**

### Miscellaneous Titles

- 1. Decision at Thunder Rift** 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? **\$7.95**
- 2. Wolves on the Border** Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragoons from an ignoble warriors death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. **\$7.95**
- 3. Heir to the Dragon** Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. **\$7.95**
- 4. Wolf Pack** A superb novel set in 3053, not long after Tukayyid. Jamie Wolf is aging and needs to consider a successor, but factions within the Wolf's Dragoons have other plans, and so begins a civil war that could destroy the Dragoons for ever... **\$7.95**
- 5. Natural Selection** A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? **\$7.95**
- 6. Bred for War** It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. **\$7.95**
- 7. Ideal War** Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. **\$7.95**
- 8. Main Event** Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. **\$7.95**
- 9. Blood of Heroes** It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? **\$7.95**
- 10. Assumption of Risk** By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will make a mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. **\$7.95**
- 11. The Far Country** A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. **\$7.95**
- 12. D.R.T.** Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova. **\$7.95**
- 13. Close Quarters** The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin. They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran without working out the Sun-Tzu's revenge. **\$7.95**
- 14. I am Jade Falcon** Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twycross. **\$7.95**
- 15. Tactics of Duty** Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all. **\$7.95**
- 16. Highlander Gambit** Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to singlehandedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. **\$7.95**
- 17. Star Lord** A self-appointed Star Lord launches a series of raids that threaten and terrorize the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. **\$7.95**
- 18. Malicious Intent** Vlad Ward uses secret information to reestablish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. **\$7.95**
- 19. Hearts of Chaos** The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie

Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! **\$7.95**

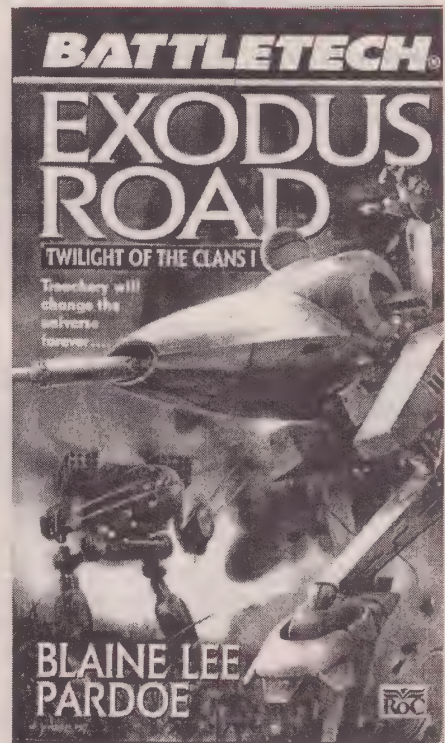
**20. Operation Excaltare** The Gray Death Legion are expelled from Glengarry and all seems lost, but Carlyle devises a dangerous scheme that might re-instate them. This requires the help of House Steiner, lots of guts and lots of firepower. If they fail, the Legion will fail. **\$9.00**

**21. Black Dragon** The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros could be the only unit with enough guns and grit to save the Draconis Combine from these extremists. **\$9.50**

**22. Double-Blind** The Magistracy of Canopus has been the target of aggression by the Marian Hegemony, and Marcus GioAvanti and his Avanti's Angels are hired to protect them. But soon they have to face the real force behind the hostilities - the religious order of lunatics called the World of Blake. **\$9.50**

**23. Binding Force** Aris Sung, a warrior of the noble House Hirsutu of the Capellan Confederation, is chosen to break the newborn Sarma Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a race against time and treachery, or House Hirsutu will be destroyed. **\$9.50**

**24. Exodus Road** Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape? **\$9.50**



- 25. Impetus of War** The Northwind Highlanders are hired by the Draconis Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguar's supply centers on a distant world called Wayside V. But a nasty surprise is waiting... **\$9.50**
- 26. Grave Covenant** As the truth of Tukayyid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Defense Force to destroy a powerful invading Clan. But backing and in-fighting may destroy this bold plan in its infancy. *Due August.* **\$9.50**

## Mekton

**SCI-FI** Set in the near future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. By R.Talsorian Games.

**MEKTON Z RPG** The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometer long star cruisers. Fast, detailed rules covering all kinds of anime action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. A popular and good publication. **\$31.95**

**Mekton Wars Vol 1: Invasion Terra** Contains a gripping account of a powerful alien Empire launching massive attacks on Terra and her colonies, at first winning crushing victories, with superior mecha, ships, and numbers. But the humans fight back in a series of carefully planned attacks. This book contains 31 Mekton battle scenarios for two or more players. Each scenario lets the players build their weapons & deploy them as they desire. **\$18.95**

**Mekton Z Tactical Display** All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & new mech designs. **\$15.95**

**Operation Kimfire** A stunningly produced campaign for Mekton, with 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, breakdowns of all Mektons involved, 22 action-packed episodes linked together. With set drawings & locations. **\$21.50**

**The Starblade Saga: Mekton Worldbook 1** The premier world sourcebook for Mekton Z. The Starblade Saga will be a complete campaign setting in the traditional anime style (without Minime!) **\$28.95**

## Men in Black

**MEN IN BLACK RPG** Direct from the movie. You're part of the mysterious quasi-governmental organisation known only as the



# 16 - Roleplaying Games: Middle Earth - NeverWorld

Men in Black - elite cops policing and patrolling the 1,500 aliens living amongst the people of Earth. You'll confirm to the identity we give you. You will have no identifying marks of any kind. You don't exist, you were never born. Can you handle the truth? More importantly, can you handle an Arguillian Megasonic Destructor Ray? You can? Good - we've got a crazy Baltian loose in Manhattan. Take care of... By West End Games, uses the easy to learn D6 System, so you can open the book, grab some dice, and you are off! Includes a report on aliens, alien technology, adventures, etc. **\$32.00**

## Middle Earth

**FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By Iron Crown Enterprises.**

**THE HOBBIT ADVENTURE BOARDGAME** is a fast moving fun fantasy boardgame based on The Hobbit. For 2-4 players, and playable in 1-2 hours taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure hoard, you explore sites, battle monsters, discover treasure, artifacts, and challenge your opponents with riddles. **\$59.95**

### MIDDLE EARTH II RPG

**MERP II RPG** 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollhaws. **\$29.95**

**MERP II Accessory Pack** Boxed accessory including the adventure *Loons of the Long Fell* with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Day & a Ruined Castle; and dice. **\$24.95**

**MERP II Campaign Guidebook & Map A** 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc, an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. **\$29.95**

### MIDDLE EARTH SUPPLEMENTS

**MERP II Combat Screen** 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11" x 34" cardstock screen. **\$13.95**

**Deluxe Lord of the Rings Poster Maps A 2'** by 3' full color map on heavy, durable low gloss paper. Painted by Jo Hartwig. **\$21.50**

**Northwestern Middle Earth Map Set** 15 full color maps at 1" to 46.5 miles, that can be put together to make 1 large cartographic view of northwest Endor. The maps are drawn and inked in a beautiful view style and faithfully labeled using local names, and depicting roads, bridges, fords, manors, villages, citadels, cities, woods, etc. **\$24.95**

### MIDDLE EARTH SOURCEBOOKS

**Angmar** Features Carn Dûm, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orcs tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's mannish warriors; three sinister high priests, haunted ruins, etc. **\$34.95**

**Arnor: The Land** Includes four color maps; delve into the inner workings of the Witch-king's malice as he contrives dark plagues, killing curses and unnatural blights; the Dunsedain's struggle against him; the localities of Bree, Tharbad, and the Barrow-Downs, and a series of adventures following the *Banners of the High King, Gil-galad*. **\$44.95**

**Arnor: The People** Companion to *Arnor: The Land*. Tells the tale of Arnor's founding, her long struggle against the Witch-king of Angmar, and her eventual dissolution and demise. With engaging summaries of Arnor's inhabitants, politics, warcraft and adventure opportunities, as well as a lively history. **\$34.95**

**Creatures of Middle Earth** How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wars of haunted Hroth, the Balrog of Moria, the cave trolls of Moria, the Hilltrolls of Mordor. All of Tolkien's creatures, both full and pure, are listed here. 144 pages. **\$24.95**

**Dol Guldur** Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his enemies were true. Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcs, traps, history, and daring rescue mission. **\$34.95**

**Elves: Peoples of Merp A** series covering the peoples of Middle Earth, covering all aspects of society. **\$26.95**

**Hands of the Healer** Delve into the vast array of healing lore, natural and magical, which the Free Peoples have distilled from their relentless struggle against the Dark Lord and his foulminions. With a comprehensive herb compendium. **Due Sept. \$26.95**

**Lake-Town** This book presents this famous town with all its vivid bustle, craft associations, burg's coiner, drihten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. **\$34.95**

**Minas Tirith** Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and the cures. **\$34.95**

**Mirkwood** Delve into a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silven Elves grown seriously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. **\$34.95**

**Moria** The Black Chasm lies deep within the bowels of the Misty Mountains, and my favourite chapter in TLOTR. It is a place of hidden treasures guarded by evil, vile creatures, of huge, abandoned chambers, rooms, and mines. This book includes maps, cross sections, key locations such as the hidden West-Gate, floorplans, smithies, traps, 6 adventures and 3 episodes. **\$37.50**

**Southern Gondor: The People** Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. **\$32.95**

**Southern Gondor: The Land** Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of manor, hamlet, village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. **\$44.95**

**The Kin Strife** Presents the people, politics and armies of Gondor

under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southern Spies, and servants of the Dark Lord are all embroiled in the Civil War and conflict. **\$40.00**

**The Northern Waste** Explores the vast, uncharted region of Forodwaith, a land of chilling winds and unrelenting cold. These lands have become a refuge for the ice-dwelling Lossoth, who hunt the perilous shores. The mysterious Snow Elves also haunt the borders. **\$48.00**

**The Shire** Come visit the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Includes history of the hobbit tribes leading up to the gift of the shire to them by King Aragorn II, history of hobbit chiefs, and adventures. **\$44.95**

**Treasures of Middle Earth A** 206 page source book detailing the most potent artifacts of Tolkien's world, including Anduril, the palantiri, the rings, arms, armor, apparel, gear, jewelry, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. **\$26.95**

**Valar & Maiar** 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. **\$22.50**

## Millennium's End

**SCI-FI** This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

**Millennium's End 2nd Ed RPG** It's 1999. America's inner cities are torched by riots and ruled by drugs. War seethes in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. **\$23.00**

**1999 Datasource & Screen 2nd Ed Millennium's End** 2nd Ed GM Screen with all relevant info, plus a 32 page sourcebook on politics and news events in 1999, NPCs, new equipment, NPC and vehicle record sheets, etc. **\$13.00**

**Terror Counter Terror** At every moment, on every continent, in every country, terrorists are at work. In a world on the brink of collapse - a world of decaying infrastructure, overburdened police forces, bush wars, famine and impending environmental cataclysm - the price for getting a story on cable news is often measured in body counts. Covers fifteen terrorist organisations and six counter-terrorist organisations in the year 1999AD. **\$25.50**

**Ultramodern Firearms** The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use. **\$23.00**

## Mutant Chronicles

**SCI-FI** An extremely dark role playing game set in our not too distant future. Very similar to Warhammer 40,000 in presentation. See the figures in the Miniatures Section. By Heartbreaker Hobbies.

**MUTANT CHRONICLES RPG A** 208 page book containing heaps of superb illustrations, including many color plates - all of equal quality to Games Workshop. Mankind frees itself from the hell they had created on Earth, but the weak and poor fell victim to the Corporations, who now rule the solar system. Driven by greed, the Corporations explored the tenth planet in our solar system, Nero, and awoke there the sleeping beast - the Dark Legion. The Dark Legion has unleashed a never ending torrent of its servants and undead, and the Doomtroopers were formed to fight them from the ranks of the Corporate armies. The rules includes heaps of background, story info, equipment, and game info. **\$27.50**

**Mutant Chronicles RPG 2nd Ed** The 2nd Ed RPG is likely to be March. More details later. **\$33.00**

**Algeroth: Apostle of War** An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nephilim intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has *Fury of the Clumsen* rules. **\$22.50**

**Bauhaus: Power of Heritage 2nd Ed** Bauhaus made their home on Venus, where first there was nothing, but rivalry and division. But Nathaniel brought light and light which was heavier as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. **Due Oct. \$16.50**

**Capitol: Pride & Profit** The first and mightiest among the great megacorporations, whose home is on Mars. All you want to know about the Capitol and its citizens, new backgrounds, new special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. **\$16.50**

**Cybernetic Sourcebook** The Corporation that relies on Cybernetics and computers - putting itself and others at risk, as the Dark Legion has proven it can occasionally take over the "minds" of cyborgs & computers. **\$16.50**

**Freelancers Handbook & GM Screen** With a 32 page *Freelancers Handbook* that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 4 panel GM screen, with all charts, weapons stats, etc. **\$12.50**

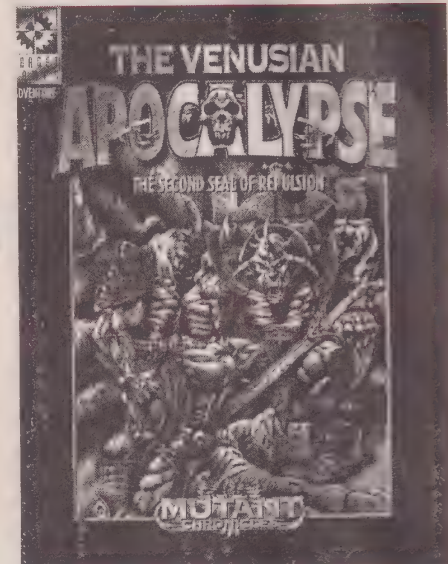
**Ilian: Mistress of the Void Sourcebook** Delve into the dark mysteries of Ilian, the Lady of the Dark Symmetry and the Harbinger of the Dark Soul. This book is full of details about the Dark Lady herself, her malevolent minions and their foul weapons, as well as how to create a Heretic of Ilian. 30 new Dark Gifts for Heretic characters. **\$14.00**

**Imperial** The first three Megacops were Capitol, Bauhaus, and Capitol. But a fourth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacops at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an aspidoid weapons, bells, etc. **\$16.50**

**Mishima Discover** Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. **\$16.50**

**The Brotherhood 2nd Ed** An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also new spells, 17 new backgrounds, etc. **Due Oct. \$16.50**

**The Second Seal of Repulsion** Part One in the Venusian Apocalypse adventure trilogy. What started as a simple recon mission in the Venusian jungles soon becomes a race against time as the characters are beset by terrorists. Surviving this leads to the jungles full of perils, until finally a great evil is encountered that could destroy Venus and the whole solar system. **\$14.50**



**The Four Riders** Part Two in the Venusian Apocalypse adventure trilogy. Heimborg wakes in the wake of the Battle of the Second Seal, and mankind faces the deadliest plague mankind has ever known, a disease that could wipe out life on Venus in as little as 14.50 of weeks.

**Beyond the Pale** Part Three in the Venusian Apocalypse adventure trilogy. The streets of Heimborg have now erupted into all out war with Dark Legion and Brotherhood troops fighting for every block of every neighborhood. Another great threat looms in the background, and there is only one night left before all is lost. **\$14.50**

## Nephilim

**HORROR** One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. Translated and published by Chaosium.

**NEPHILIM RPG** The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232+ pages. **\$34.95**

**Chronicle of the Awakenings** Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules new transformations. 4 new metamorphosis, etc. **\$28.95**

**Liber Ka A** supplement introducing an updated, alternative magic system following authentic occult principles. The book includes the Nephilim history of western sorcery, a grimoire of new spells, etc. **\$24.00**

**Nephilim GM Veil** A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. **\$26.95**

**Nephilim GM's Companion** An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental creatures, campaign setting. **\$23.95**

**Nephilim Character Dossiers** Character record sheets. **\$14.95**

**Secret Societies** Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. **\$28.95**

**Serpent Moon** A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. **\$14.95**

## NeverWorld

**FANTASY** A medieval fantasy world with beasts, men, elves, and dwarves. By ForEverWorld Books.

**NeverWorld RPG** We, you and I, live in a sliver of time somewhere in the Third Age. History forged us from the melding of Beast and Man, Elf and Dwarf, Giant and Metamorph - and their battles against the dark Grobber race. Our surroundings tempered us in the jaws of Dragons, Demons and UnderWorld cults. Each nation has only survived through cultural isolation. Now the scent of change is on the winds, and the key to survival is knowledge. Only by learning the myth and lore of forgotten cultures will the answers be revealed. Players search for individual answers to their existence, and group together for exciting adventure. The GM tells the interactive story which you can act upon at any moment. This is a world where science never reigns. Your character is the culmination of your chosen abilities, skills, powers and resources, born from one of 35 cultures. Make cross-cultural characters, track adventures on your own customizable map, reward yourself for your actions, and



face the consequences for your misdeeds! Contains a 304 pages Tome of rules, 128 Hourani Culturebook, color map, dice, GM screen. **\$60.00**

**The Tome of NeverWorld** The same rulebook as found in the boxed set above. **\$40.00**

**Culturebook: Hourani** The same Culturebook as found in the boxed set above. Hourani are metamorphs, born part human, part Wolfkin. Creating a comfortable niche in human society, they carry on with their own laws, religion and social life. **\$24.00**

**Culturebook: Neuronians** Enter a world aching familiar to our own, yet worlds apart. Seven city-states, supposedly shared by Hourani and humans, and rule by Dukes, yet no-one really knows who's in control. Start a Neuronian character or expand your current Hourani character with the many new abilities also included in this book. Includes a community generator to make villages, towns and cities; all you need to know to run Neuronian characters, etc. **\$29.00**

**Culturebook: Rublung** The Outpost dwarves that were separated from the World's Crown. Once cursed to burn from the sun, they now believe daylight travel is possible. Only the bravest leave the mountain fortresses. With them come Dwarfven armor, new military careers, Runeupen magic emphasis, Dwarfven Pantheons, and new priest careers. **\$29.00**

**Culturebook: Wolfkin** Standing 12 feet tall, these beasts are the peacekeepers of the Nation of Yucazon and the Sentinels to the Province of Winter. They fight the undead Mulgrayne, and heal the vast forests abandoned by the elves. Includes elemental magic, the followers of Druidism, and the skill of Treemorphing. **\$29.00**

**Culturebook: Driseti** The Driseti are wood elves, fortified in the Black Forest, surrounded by Wolfkin, Bearmin, Ice Giants and Rublung. None but elves can enter. Includes the magic's of Shamanism and Faerie Enchantment; Shaman and Spirit Slayer careers, and skills such as tree hopping, wolf-bond, and natural invisibility. **\$29.00**

**Culturebook: Felihi** Sly, devious and painfully arrogant, these agile cats are the rulers of the Ontanama plains. While they wield no magic, they are each natural assassins and warriors. All are corrupt. Cultural skills include first strike, super leaps and nine lives. The Thelis cheetahs are swift, silent and deadly, the Kaystix lynx slyly acquire everyone else's hard earned rewards. **\$29.00**

## Nighthane

**Horror** Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspan* to *Nighthane* to avoid a legal battle. By Palladium.

**NIGHTBANE RPG** A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nighthane - have become the defenders of the world. Feared and despised by most normal humans, the Nighthane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nighthane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. **\$27.00**

**World Book One: Between the Shadows** Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. **\$27.00**

**World Book Two: Nightlands** Takes the players into the strange and wonderous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artifacts, new Nighthane talents and morpurs, plus campaign and adventure ideas. **\$27.00**

**World Book 3: Through the Glass Darkly** A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermages, Fleshsculptors, Mirrormages, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? **\$27.00**

## Noir

**THE WORLD OF DARK MOVIES** Set in the dark movies of the 1920s to 1950s, in a world steeping in dark mysteries. By Archon Gaming.

**NOIR RPG** A seething urban nightmare, harshly lit - this is the world of Noir. Filled with slouching P.I.s in rumpled trenchcoat and fedora, femmes fatale wearing the season's highest fashions, grifters, troubleshooters, cops, mobsters, and G-men, set in the 1920s - 1950s. This game is about mystery. Shadows hide the deepest, darkest secrets of man. Here, you can attempt to commit the perfect crime, or attempt to solve it. You can become the most hardboiled private investigator that the city has ever seen, or be the most conniving femme fatale that ever batted an eyelash, or be a tough mafia boss, etc. But remember, the world is not always what it seems. Over 220 pages. **\$40.00**

## Palladium

**FANTASY** Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

**PALLADIUM FANTASY RPG 2nd Ed** Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilization built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfen, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. **\$31.95**

**Book II: Old Ones 2nd Ed** The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. **\$31.95**

**Book III: Adventure on the High Seas 2nd Ed** 224 pages featuring two dozen character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat. **\$31.95**

**Dragons & Gods** Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Ulucaun, etc; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons; over 40

gods complete with minions, magical weapons and artifacts, history, legends and worshippers, over 20 demonic lords, elementals and spirits of light; rune weapons, dragon slayer swords, etc. **\$32.00**

**Monsters & Animals 2nd Ed** Details over 120 different monsters and creatures of magic - including giants, faerie folk, entities, sea serpents, rattlings, sphinxes, etc; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. **\$31.95**

**Further Adventures in the Northern Wilderness** 4 adventures, 48 pages. **\$12.95**

**The Island on the Edge of the World** An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! **\$25.50**

**The Compendium of Weapons, Armor & Castles** A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. **\$35.00**

**The Compendium of Contemporary Weapons** 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. **\$31.95**

**Yin-Sloth Jungles** 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezat shaman, fire spirit, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. **\$25.95**

## Pendragon

**FANTASY** An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium.

**PENDRAGON 4th Ed.** A dynamic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players' actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. **\$43.50**

**The Arthurian Companion** Enter the world of Arthur, King of all Britain and master of a thousand knights. Explore the beauty and splendor of the legendary world of Camelot and the Round Table. Written in a warm and entertaining style, contains over 1,000 entries, cross-referenced and annotated. An alphabetical guide to the Arthurian legend and literature. **\$24.00**



**Beyond the Wall: Pictland & the North** The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilized Britain. Beyond it lies Caledonia, a bleak and harsh land where civilization and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. **\$29.95**

**Blood & Lust** Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. **\$29.95**

**Land of the Giants** Explore the lands of Scandinavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandinavian characters or visit the country. Includes an adventure featuring Beowulf, and a map. **\$31.95**

**Lordly Domains** A book about nobles and their responsibilities and privileges. Its rules cover the acquisition of land and the nature of nobility, expand upon the concepts presented in the primary RPG. Covers noble holdings, feildoms, feasts, festivals, hunts, falconry, tournaments, war, heraldry, etc. **\$32.00**

**Pagan Shores** A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. **\$29.95**

**Perilous Forest** Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. **\$31.95**

**Savage Mountains** 4 adventures, Dolorous Wyrms. The Best Wine in the World, The Cambrian War & The Paulg Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. **\$31.95**

## Prime Directive

**SCI-FI** For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By Task Force Games.

**PRIME DIRECTIVE RPG** A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. **\$34.95**

**Graduation Exercise Screen & Mini-Module** with a 32 pp adventure which simulates the final exam NeoPrimes undertake as they prepare to graduate from Prime Central. They bump into Cygnans and Romulans. **\$13.50**

**The Federation** 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psonics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. **\$25.95**

**Prime Adventures #1** With a Klingon sourcebook detailing Klingon warrior philosophies and 2 stories; source info on Gorns and Lyrans; Primes competing with Klingons to hunt down a renegade spy in the Neutral Zone; new weapons & equipment, etc. **\$25.95**

**Uprising** An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prelarians, a new race for Prime Directive. **\$14.95**

### Prime Directive Miniatures

Task Force Games have released a small range of 25mm miniatures for Prime Directive.

TAS9501	Officers (3) .....	\$12.50
TAS9502	Heavy Assault Section (3) .....	\$12.50
TAS9503	Heavy Assault Section II (3) .....	\$12.50
TAS9504	Security Section (3) .....	\$12.50
TAS9505	Security Section II (3) .....	\$12.50
TAS9506	Light Assault I (3) .....	\$12.50
TAS9507	Light Assault II (3) .....	\$12.50

## Rifts

**SCIENCE-FANTASY** Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By Palladium.

**RIFTS RPG** The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle supernatural monstrosities. Unpeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork, and 256 pages. **\$39.95**

**RIFTS Game Shields & Adventures** Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 hook line and sinker adventures, maps, etc. **\$20.95**

**RIFTS Index & Adventures Vol 1** An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc, set in North America. **\$21.00**

**RIFTS Sourcebook** Campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, & adventure. 120 pp. **\$21.50**

**RIFTS Sourcebook 2 - The Mechanoids** A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. **\$19.95**

**RIFTS Sourcebook 3 - Mindwerks** 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millennium Tree, monsters, an epic adventure, etc. **\$18.95**

**Rifts Sourcebook 4 - Coalition Navy** Includes the weapons, armor, ships and equipment of the fledgling Coalition Navy, as well as its key bases, training facilities and chain of command. **\$19.00**

**RIFTS Mercenaries** A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimensional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States. **\$25.95**

**RIFTS Conversion Book One: Pecos Empire, etc.** **\$25.95**

**RIFTS Conversion Book One: Wormwood** Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitaliers, etc. **\$25.95**

**RIFTS Conversion Book #2** Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons. **\$31.95**

**RIFTS Dimension Book One: Wormwood** Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitaliers, etc. **\$25.95**

**RIFTS Dimension Book Two: Phase World** An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes the galaxies in detail, techno-wizard gadgets, powerarmor, & weapons, phase technology with new ships, weapons, cyborgs, etc. **\$31.95**

**RIFTS Dimension Book Three: Phase World** Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and bodyarmor, etc. 112 pages. **\$18.95**

**World Book 1: Vampire Kingdoms** Includes information on



Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. **\$23.95**

**World Book 2: Atlantis** Domain of the multi-dimensional deities known fondly as the Splogthru, who rule a magical realm of supernatural, and other-dimensional creatures. **\$25.50**

**World Book 3: England** A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorian, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. **\$25.50**

**World Book 4: Africa** Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. **\$25.50**

**World Book 5: Triax & The NGR** 224pp on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargyle empire and other villains, an adventure, etc. **\$31.95**

**World Book 6: South America** The jungles and mysteries of South America are explored. Eight major kingdoms are described. Living power armor, anti-monster cyborgs, bio-modified female superwarriors, reptilian D-bees, pincer warriors, priests and magic, potions & herbs, pirates, dragons, etc. **\$25.50**

**World Book 7: Underseas** Marines, Ocean Wizards, Sea Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Titan, Amphib, Dolphins, Horunes, Pirates, Mutants, etc. 40 ocean magic spells, 20 whale songs, dolphin magic, underwater bionics, power armor & weapons, submers, the Lord of the Deep, Gene Splicers, etc. **\$31.95**

**World Book 8: Japan** Samurai, Cyber-Samurai, Ninja, Warrior Monks, Tengu Winged Goblins, Ninja Juicer, Ninja Crazy, Cyberoid, Dragon Cyborgs; living Samurai swords, the anti-technologists of the New Empire; Oni, Supernatural monsters and elementals of the zone, three new Glitter Boys, winged power armor, spy armor, robots, new cybernetics, magic powers & items, etc. 216 pages. **\$31.95**

**World Book 9: South America 2** Continues to explore the continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-Bees live, build wondrous machines; Arkhon Spectral Hunters, a special brand of cyborg with terrifying stealth & weapons systems. **\$31.95**

**World Book 10: The Juicer Uprisings** Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information, great new art, 160 pp. **\$26.95**

**World Book 11: The Coalition War Machine** The Coalition States have been secretly building an army of incredible power! Rumors of the Coalition States' plans to invade Japan and other plots to strengthen and expands its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army. **\$33.50**

**World Book 12: Pyscape** New psionic powers, new occupational character classes, weapons, equipment, villains, mysterious civilizations, and in-depth world information. Due Oct. **\$26.95**

**World Book 13: Lone Star** A detailed look at the Coalition States of Lone Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, mutant animals and dark secrets. Includes the fearsome Xitixic Killer, a mutant insect-humanoid vat grown by Lone Star and released into the wild in packs to hunt and kill Xitixics. **\$26.95**

**World Book 14: The New West** The wild American West, a no man's zone forbidden to citizens of the CS, is explored in detail. Gun-slinger and Psi-slinger character classes; D-Bees, Cyberknights, Reid's Rangers who protect the innocent and hunt vampires, Indian Warriors, notable towns, the Law (or what passes for it); frontier justice - harsh & quick, etc. **\$32.00**

**World Book 15: The Spirit West** An in-depth look at the new American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-bee sorcerers and his brothers in the East, the Red Man is quietly building new nations in the West. Due Aug. **\$33.00**

**Riftsworkz** Collection of full color, signed art prints from the Rifts universe. Prints are 36cm x 28cm. There are six prints, most taken from the cover of the Rifts books. **\$50.00**

## Robotech

**SCI-FI** Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. By Palladium.

**ROBOTECH RPG** Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. **\$21.50**

**RDF Manual** Includes optional rules, new R.D.F. mecha & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. **\$14.95**

**REF Field Guide** Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters & Zentraedi. **\$28.95**

**Robotech New World Order** Looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence, scheming and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find themselves pitting their own RDF mechs against identical machines piloted by enemies. **\$21.50**

**Southern Cross** Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. **\$21.50**

**StrikeForce** Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechology and protocoulture. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manusa (a Zentraedi stronghold) and Indochina. **\$21.50**

**The Invid Invasion** 112 page sourcebook on Invid & human equipment, with new combat rules. **\$21.50**

**The Sentinels** New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures, 160 pages. **\$28.95**

**The Zentraedi** Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. **\$14.95**

**Zentraedi Break-Out** An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. **\$17.95**

**MACROSS II RPG** This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is eighty years later and the creators of the Zentraedi, the Marduk, are back - invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic

adventure, characters, etc. **\$21.50**

**Macross II Sourcebook One** Details Earth's military, the UN Space Navy, new ground mecha, the Metal Siren transformable Valkyrie, VF-XX spaceships and weapons, & heaps of great art. 64 pp. **\$17.95**

**Macross II Spaceships & Deck Plans Vol One** 64 pages of floor plans for the Emperor's giant Marduk Flagship, Battleship, Shuttle, & giant base, the Macross Cannon & Escort Carrier, Zentrar Destroyer, Command, & Scout Ship. A short adventure and ideas, and ship to ship combat rules. Heaps of stunning artwork. **\$17.95**

**Macross II Spaceships & Deck Plans Vol Two** 64 more pages of deck plans: floor plans for U.N. Space's Commandship, battleship & corvette, Zentrar's Flagship and Carrier, Marduk Dreadnought, Destroyer, & Frigate, combat data, short adventure, & heaps of artwork. **\$17.95**

**Macross II Spaceships & Deck Plans Vol Three** Floor plans for the Macross Interdimensional Space Fortress, the Moon Base and Armed Platform, UN Space Headquarters, Culture Park, a short adventure, heaps of artwork, and a size chart and combat data. **\$20.00**

## Rolemaster

**FANTASY** A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. The new version of Rolemaster, about to be released, is coming in four parts. See **SHADOW WORLD** for campaign material. By Iron Crown Enterprises.

**Arcane Companion** Since the dawn of time man has struggled to understand the nature of magic. Now you can explore the origins of the most powerful and hardest to control magic: Arcane magic. 4 new professions, 46 spell lists, 4 new spell attack tables. **\$26.95**

**Arms Law Part One** of the New Edition of Rolemaster. Details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older version of Rolemaster. Most of the material is the same as before, though here it is reformatted for easier use and has some new critical and attack tables, 144 pp. **\$23.95**

**Black Ops** Welcome to the world of espionage, mercenaries, counter-terrorists, and covert operations. Details the modern world of covert operations. With three new professions, twenty new training packages, modern equipment, 3 sample adventures, & mini adventures. **\$25.00**

**Castles & Ruins** Inside this sourcebook you will find details on the history of castles, the construction of castles, including sites, materials, labor; the folk who dwell in and around castles, as well as how castles become ruins. The sites of treasures & adventures. **\$28.95**

**Creatures & Monsters** A monstrous book with 320 pages with hundreds of animals, monsters, and races. Many are from myth, others from fantasy fiction, and many original. Monsters that fly, swim, and terrorize the land, as well as those who are friendly and aggressive. Dragons, Fell Beasts, Elementals, Consorts, Shapechangers, etc. **\$44.95**

**Essence Companion** An exhaustive exploration of the world of essence. Covers the Warrior Mag and Essence Molder, new new spells for the realm of essence, discussions about magical rituals and familiars, you can be a Somanist, Nomenist, Herbalist, Corpist, or a Crystallist. Due Sept. **\$28.95**

**Gamemaster Law** How to determine the best types of games for you to run as GM. How to design interesting and intriguing stories, NPCs, & backgrounds. How to build believable backdrops for your stories, and how to keep it evolving through the campaign; designing, playing and running tournament RPG, guidelines for commerce, disease, etc. **\$29.95**

**Martial Arts Companion** Gives you all you need to add the depth of martial arts to your games. Whether you run historical, fantasy, or modern, the rules in this book will assist you in giving martial arts the strengths & weaknesses they deserve. August. **\$29.00**

**Pulp Adventures** Three new professions for characters in the Pulp World Genre, equipment lists, a dozen new training packages. A timeline of major events, list of major motion pictures, radio shows, etc. of the pulp era. Due August. **\$25.00**

**Races & Cultures: Underground Races** A full write up on every one of the 13 underground races presented in **Creatures & Monsters**, dwarves, gnolls, gnomes, goblins, halflings, hobgoblins, kobolds, five different types of orcs and troglodytes, covering religion, style of clothing, weapons and armor, lifestyles, training, spells, adolescent development. **\$23.95**

**Rolemaster 3in1** Book cover case containing the complete books of Arms Law, Spell Law and Rolemaster Standard Rules. These are everything you need to play. **\$97.50**

**Rolemaster Annual 1996** This provides a master index for the entire Rolemaster Standard System, seven new professions, an updated Master Training Package Table, a list of all Skill Categories, Character Record Sheets, updated master spell list pages. **\$15.00**

**Rolemaster Character Records** For each profession from Rolemaster Standard Rules, you can use a customized skill development sheet that will efficiently organize all skills based on that profession. **\$17.95**

**Rolemaster GM Screen** Two screens, with 3 faces each, also including a 48 page book with all of the encounter tables from **Creatures & Monsters** as well as a listing of all creatures. **\$14.00**

**Rolemaster Players' Guide** A general overview of the Rolemaster system - everything a beginning player needs to know. Eleven fully developed characters; attack tables for the player to use; spell lists, spell attack tables, etc.; the General Static Maneuver Table, etc. **\$13.50**

**Rolemaster Standard Rules** A detail FRP system that adds realism and depth to your campaign without reducing playability. This book is the cornerstone of the system and provides all the rules and guidelines needed to play this game. With a wide range of character creation choices, material for unique character backgrounds, skill development system; complete, consolidated guidelines for resolving actions, and action sequencing based on how fast a character attempts to perform an action. Eg. quick with a penalty, normal, or deliberate with bonus. **\$44.95**

**Rolemaster: The Basics** Boxed set sort of like a condensed or introductory version of Rolemaster, but containing all the elements you need to learn to play. Contains a selection of flexible character creation choices; a selection of spell lists; a selection of attack and critical tables; detailed material for unique character backgrounds; a skill development system; action sequencing based on initiative role, etc. **\$44.95**

**Shades of Darkness** Genre book. In the not too distant future, technology has spawned a darkness no-one knew could even exist. The darkness swept across the Earth, threatening to destroy mankind. But from another dark place came a Dark Angel, promising to help man fight the darkness. Man joins forces with the Dark Angel, and Earth is somewhat devastated. Includes guidelines for characters slowly being corrupted. Due Oct. **\$24.95**

**Spell Law** A highly acclaimed magic system that improves any game! Now revised, reformatting and reorganised, this is a rule set that adds realism and depth to your campaign without sacrificing playability. With over 2000 spells descriptions on 183 spell lists based on three realms of power and 18 professions. Critical strike tables for heat, cold, impact, electricity, large and superlarge creatures, etc. Can be used with any system. **\$34.95**

**Talent Law** Provides GMs and players with a new system of customizing characters through background options. GMs can also now create new races that are inherently balanced against all other races in the game. With special training, special & mystical abilities, physical & mental abilities, etc. **\$26.95**

**Treasure Companion** Complete tables for generating all types of treasure, including a detailed system for generating gemstones and jewelry, complete item descriptions for over 100 unique magic items, three new alchemist professions, 22

Alchemist spell lists, etc. **\$23.95**

**Weapon Law** Now you can run Rolemaster in post-medieval settings. This gives all the attack tables you need to resolve firearm combat in any era from medieval to modern. Features 500 hundred weapons, & guidelines for using in fantasy settings. **\$22.50**

## Runequest

**FANTASY** A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended! By Avalon Hill.

**RUNEQUEST DELUXE BOOK RPG** The complete deluxe Runequest made available in a 280 page book. Includes the Players Book, withworld details, character creation, combat & skills; a Magic Book, with the 4 types of magic; a GM Book, with scenario aids, ships & sailing, the money tree, civilization; the Creatures Book, which includes descriptions and stats; Gloranthan Book, with Mythos & history, magic & religion, Cult of Eternada, & a run down on the races of Gloranthia. **\$42.50**

**Lords of Terror** Complete cult descriptions of seven chaotic cults, Primal Chaos, Malia, Bagog, Thed, Krjakl, Pochango, and Krashit. There are several scenario schemes for adapting provided major NPCs to your campaigns. 96 pages. **\$25.95**

**Strangers in Prax** Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorcerer and his entourage, a shipwrecked captain with a curse and more. Includes new cult descriptions by Petersen & Stafford. **\$23.95**

**Wyrms' Footprints** Collection of Gloranthan legends, including gods and goddesses, waltpus cookery, Starbrow's Rebellion, Sartar High Council with all the important personalities of the rebellion, Temple of the Wooden Sword, and stats on Jar-Eel the Razors. **\$25.95**

## ShadowRun

**SCIENCE-SORCERY** Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities. By FASA.

**SHADOWRUN 2nd Edition** 296 page book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, a bestiary, a Seattle guide, equipment lists, NPC contacts. Features new artwork, revised mechanics, and tons of color plates. **\$35.00**

**A Killing Glare** The players are caught up in Urban Brawl, pro sports, but a darkened past is brought up which could ruin all. **\$12.95**

**Awakenings** New magic in 2056. Offers new perspectives on magic in the Sixth World: rules for a new magical discipline, new archetypes, and further explores the more advanced ways of using magical powers, such as metamagic. **\$23.95**

**Azilan Eternal** & mysterious, the nation of Azilan is one of the great enigmas of the Shadowrun universe. This sourcebook gives players a look inside that secretive country & the sinister megacorporation that dominates it - Aztechology. **\$28.95**

**Bug City** It is the aftermath of the final, desperate bid of the insect spirit dominated Universal Brotherhood. Most of the city of Chicago has been overrun by the insect spirits' minions, forcing the federal government to seal off the city. But there are still people inside. **\$28.95**

**California Free State** The California Free State has everything ShadowRunners could want. City sprawls and mega-corporations challenge the most jaded runner. Magical enclaves provide a change of pace for magic users. Also secret societies, organised crime, gang wars, water wars, and a dragon! **\$28.95**

**Celtic Doublercross** Elves & politics give even hardened street samurai the shakes but put together Irish elves and American politics and you've got nothing but trouble. **\$12.95**

**Corporate Security Handbook** This primer for corporate security personnel contains loads of effective strategies and good advice for protecting a corporation's favoured assets, be they people, places, or things. New gear, etc. **\$28.95**

**Corporate Shadowwiles** Sourcebook that includes extensive explanations of megacorporations and their economics, including histories, assets, personnel, private armies, etc. Detailed profiles of the Big Eight megacorporations & new game rules for rating them. **\$28.95**

**Cybertechnology** Chock-full of new cyberware, accessories, enhancements, and optional and expanded rules destined to leave the hardest samurai feeling like he's lost in a toy store. From cybernetic triggers to cyborg replacement parts, it's all here. **\$23.95**

**Darkangel** Recorded recordings of a cult-figure street musician's grapple by a major record company, but how? **\$14.50**

**Denver** Denver is a boxed campaign set. It contains a players guidebook full of public and shadow information about the city and its surroundings, and a gamemaster sourcebook that describes the locations, local folks, secrets, and surprises of the Treaty City as well as offering rules and suggestions for making Denver as dangerous as it gets. Includes a poster size color map of the Front Range Free Zone and a pair of security travel passes for two to the city's 6 sectors. **\$39.95**

**Divided Assets** To the corporations, everything's an asset to be charted, inventoried, and maintained. Everything is accounted for, even people. But what happens when an 8 year old boy becomes the pawn in a messy extraction? For the *Denver Boxed Set*. **\$15.95**

**Double Exposure** Project Hope is an organisation working to rebuild the Harrens by employing the homeless and the destitute. This could make a real difference to poverty & despair in Seattle. But is all as it seems? No! The Universal Brotherhood are involved. **\$12.95**

**Dreamchipper** Missing experimental pleasure chips are linked to a series of brutal slayings... **\$12.95**

**Eye Witness** This adventure takes a team of ShadowRunners on a quest for justice across Seattle, into the Boardroom of a corrupt Corporation, the darkest corners of the Sprawl's slums, and the notorious district of Seattle's Underworld. **\$15.95**

**Fields of Fire** The streets are a violent place, as dangerous as any battlefield. This is the mercenary sourcebook for ShadowRun, including how to act like a professional merc, pages of new weapons, support gear, and optional combat-rules, clarifications, and expansions. 112 pages. **\$23.95**

**Germany Sourcebook** Details society, politics and economics of Berlin, Frankfurt, Rhine-Ruhr Megaplex, etc. Written by real Germans, & includes German equipment, local corps, etc. **\$28.95**

**Grimoire 2nd Ed.** A 140 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamens. Includes game improvements. **\$23.95**

**GM's Screen 2nd Ed.** Includes a collection of archetypes and street contracts. **\$21.50**

**Harlequin's Back** One of ShadowRuns most popular and enigmatic characters returns in this interactive adventure that takes players beyond their worst fantasies & wildest nightmares. **\$23.95**

**High Tech and Low Life** The Art of ShadowRun. Full of color and black and white illustrations taken from FASA's various artists, showing a blend of the ultramodern, near-future imagery of Cyberpunk and the more traditional characters and creatures of fantasy. **\$32.00**

**Missions** Lets you put the rules in ShadowRun Companion to use. Bullets and magic fly in these short adventures, each of which focuses on a specific, hazardous mission, ranging from DocWagon techs pulling a client from the middle of a fire fight to a special



operations mission for the UCAS government. **\$24.00**

**Mob War!** In this adventure, Seattle's most powerful criminal kingpin is dead, and war is brewing in the streets. The syndicate bosses and their street-gang foot soldiers are drawing lines and taking sides, with the Seattle Mafia, the Yakuza, and the Scoupa Rings all getting involved. **\$19.00**

**Paradise Lost** A run in Hawaii, paradise of sun and surf, should be the answer to every shadowrunner's dream. But when runners need to track down a piece of valuable, stolen tech in the island kingdom, they find that cheerful Hawaii hides dark intrigues & darker dangers. Includes source material on Hawaii. **\$15.95**

**Portfolio of a Dragon: Dunkelzahn's Secrets** On Inauguration Night, 2057, the newly sworn in President of the UCAS, Dunkelzahn, is assassinated. But he left behind a Last Will and Testament that will give him the last laugh. But who are the assassins and why did they kill him? **\$23.95**

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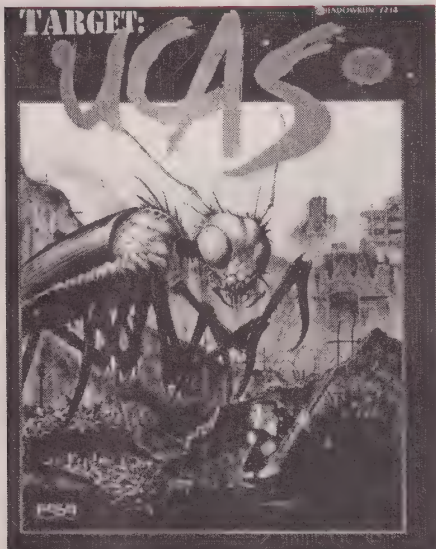
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## SHADOWRUN NOVELS

### Miscellaneous Titles

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  2. Changling - \$8.00
  4. Night's Pawn - \$800
  5. Striper Assassin - \$800
  6. Shadow Run - \$800
8. **Lone Wolf** Rick Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it & prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side... **\$7.95**
9. **Fade to Black** Runners must free a man stuck in slave-like conditions from the harrowing landscape of Newark, which is overcome with poverty, violence, brutality, & gang lords. But it becomes rather difficult to keep their honor... **\$7.95**
10. **Nosferatu** Serin is a ruthless mage and part time shadowrunner, but he feels evil, eleven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for

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11. **Burning Bright** Dan Truman, CEO of media giant Truman Technologies, doesn't care what it costs to get back his missing son. He hires the best to find his heir, even though their motives are suspect. Will money & experience be enough to defeat the terrible power growing beneath Chicago? **\$7.95**
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14. **Worlds Without End** Immortal elves Aina and Harlequin are convinced that horrors from the Fourth World are about to make an appearance in the Sixth. Then Aina's nemesis arrives, portending the coming evil - an evil that does not bend before megacorps, shamans, dragons, or advanced technology. Aina and Harlequin might have the power to stop it - if they can unit their fellow elves. **\$7.95**
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16. **Black Madonna** Leo, the world's greatest genius, wants to share the "truth" with the world and needs money to do it. So he stages the most stylish and sophisticated electronic blackmail scheme in the history of the world. But when decker Michael Sutherland and pals Serrin and Geraint team up to track him down, they find Leo has some very scary friends who don't want him to share the "truth" with anyone, and who would like to see Leo and the runners dead. **\$7.95**
17. **Preying for Keeps** Jack thought his lover betrayed him until she turned up dead. Now the data he stole is wanted by the elves, the yakuza and the mafia. And now a disease is rampant throughout Seattle, and it's up to Jack and his team to solve it. **\$7.95**
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19. **Shadowboxer** A dwarf merc shadowrunner named Two Bears signs on to dig up some data on the word IronHell. Easy job, easy cash, until the decker helping him gets his brain fried in the matrix. **\$9.50**
20. **Stranger Souls** UCAS President Dunkelzahn, cut down by unknown enemies in the hour of his triumph, left one last set of orders for special agent Ryan Mercury, to save the world from magic so powerful that nothing may survive it. **\$9.50**
21. **Steel Rain** A massive war brews between the Nagato Corporation and Fuchi Corp. But behind these growing hostilities looms a more sinister threat, requiring far more talents than weapons. To survive, Machiko of the Green Serpent Guard, must defeat a high-tech foe with almost unlimited powers, and absolutely no mercy. **\$9.50**
22. **Headhunters** What's the link between a man lying dead in a funeral parlor and one of the world's largest corporations? Why would those investigating Dunkelzahn's death care about this corpse? How long can Jack Skater survive? **\$9.50**
23. **Clockwork Asylum** Ryan Mercury, the late president's secret agent, wants revenge for Dunkelzahn's death. But a powerful cyberzombie under the influence of a powerful spirit stands in his way. **\$9.50**

## SLA Industries

**SLA INDUSTRIES RPG** We've managed to obtain more copies of this excellent RPG at last. 300 page book, rich in background and artwork. It focuses upon the mysterious SLA INDUSTRIES megacorp, which rules all the inhabited worlds with an iron grip. It began with the man slayer suddenly appearing 900 years ago, accompanied by his immortal Kileck bodyguards, who were lead by Intruder. Wars raged uncontrollably, with Slayer hiring out bioengineered warriors to all players - to then use them to exterminate nearly all other life forms. The only races to survive were the humans; Frothers, who live a life of chemical madness; Ebons, who flow in the power of the Ebb; Storms, the bioengineered warriors; Shaktars, a proud and honorable race of warriors; & the Wrath Riders, used to physical hardships. Ebons who enter the white return as Necanthropes. **\$45.00**

## Star Riders RPG

**SCI-FI** A tongue in cheek game in the league of *The Hitchhikers Guide to the Galaxy*. By Dream Pod 9.

**Star Riders RPG** A deliriously funny role playing game in the space opera tradition. When the Daddurians, the Conduhmen, the Embers, the bureaucrats slightly "misplace" Earth - the coolest place in the galaxy - during a galactic re-organisation, you go off looking for it. Your common Toasters (you know, we put bread in them) are one of the alien races of the universe. (These are used in a multitude of ways, from door stops, to weapons, to currency, and yes, they even make toast!) **\$10.00**

## Star Wars

**SCI-FI** The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. By West End Games.

**STAR WARS 2nd Ed Revised & Expanded.** The hottest RPG just got hotter. This new hardcover, full color edition is a revision of the popular, 2nd Ed rules to make the game more exciting and fun to play. Features dozens of examples to make the rules easy to learn, over 30 character templates, a solo adventure, a player handout that explains the game, and an overview of the Star Wars Universe. 240 pages. **\$50.00**

**STAR WARS Introductory Adventure Game** A magnificent boxed set entry point into the Star Wars roleplaying game. Everything you need to play is here. This game teaches you the rules while you play. One game booklet shows how to create and use your own Star Wars character fighting the Empire, another booklet teaches on one person how to be the games master. Also includes character sheets, an adventure book, 6 color cards of characters and equipment, stand-up characters, and 7 maps of popular Star Wars locations. **\$33.00**

**Alliance Intelligence Reports** Heroes are only as good as the villains they fight. This collection of villains details some of the Alliance's most dangerous foes, providing a perfect selection of enemies for any Rebel team. Each entry has background information

and game statistics, including numerous new droids, vehicles, and aliens. **\$37.00**

**Best of the Star Wars Adventure Journal** A collection of short stories from the Journal. **\$25.00**

**Classic Adventures** Presents two Star Wars 1st Ed adventures, *The Politics of Contraband* and *The Abduction of Crying Dawn Singer*. The first is a story revolving around the life of a smuggler; the second story is about a famous singer being kidnapped. **\$28.00**

**Classic Adventures # 2** Includes *Graveyard of Alderaan* (a murder to solve, a lost warship to find, ruins of a palace to explore) and *Domain of Evil* (stranded on a swamp world, hunted and terrorized by creatures from your nightmares), revised and updated for 2nd Ed. **\$27.00**

**Classic Adventures # 3** Includes *Riders of the Maelstrom* - Rebel heroes try to uncover the secrets of an Imperial rendezvous; *Death in the Undercity* - what is causing the mining accidents on Quarren? *Tatooine Manhunt* - who is this Adar Talon that all the bounty hunters of the galaxy have come to find? What does he know? **\$27.00**

**Classic Adventures # 4** Adventures from the *Star Wars Journal*. Help defeat the Empire as you hunt for a powerful Jedi relic, evade bounty hunters, go under cover in an Imperial recruit training camp, and command New Republic armored forces against an Imperial onslaught. **\$25.00**

**Classic Campaigns** This book presents two Star Wars First Ed campaigns, completely updated to 2nd Ed. There are two campaigns, taken from the Campaign Pack and Gamesmaster Kit. The 1st features the adventures of a group of rebels on a modified space yacht. The 2nd chronicles the efforts of rebels to stop construction of an Imperial resupply base in the Trax sector. **\$25.00**

**Cracken's Rebel Field Guide** Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus improvised equipment. **\$22.50**

**Cracken's Rebel Operatives** A collection of saboteurs, operatives, spies, contacts, and informants who work with or for the Rebel Alliance in its valiant struggle against the evil Galactic Empire. Provides detailed info on some of these more famous individuals. **\$25.00**

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**Cynabar's Fantastic Technology: Droids** Gives players and GMs a detailed look at these fascinating machines, from the lowest assembly to the fiercest combat units. With complete droid construction system, scenario hooks, descriptions & illustrations of dozens of droids. **\$25.00**

**Dark Empire Sourcebook** A 128 page hardback sourcebook based on the smash-hit comic series following on from the end of Return of the Jedi. Includes 16 full color plates, heaps of illustrations, new ships, new NPCs and PCs, new equipment & vehicles, planets, and history of the comic. The New Republic rules 3/4 of the galaxy, & a savage war against Grand Admiral Thrawn almost defeats them. But then the Imperial factions, ruling 1/4 of the galaxy, start to fight each other for supremacy, and Luke Skywalker succumbs to the dark side - only to find that the Emperor is back - and with a sinister plan to conquer all. **\$45.00**

**DarkStryder Campaign** A content filled boxed set with six interlinked adventures which form one huge campaign. Your PCs are the crew members of the FarStar, a Corellian Corvette recently taken over by the New Republic. Moff Sarne is defeated and driven from the Kathol Sector - but he uses a frightening new technology - DarkStryder, and the crew are given the task of finding its source and denying it to Sarne - before he can do any more damage. 96 page campaign book, 96 page adventure book, 50 color character and ship cards, ship poster. **\$45.00**

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**Deathstar Technical Companion** Details daily operations, personnel, defences, auxiliary vessels, power plant, etc. With deck plans & maps for hangars, surface trenches, etc. 96 pages. **\$25.00**

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**Galaxy Guide 1 - A New Hope** 2nd Ed A definitive collection of backgrounds, statistics, and information on the heroes and villains from Star Wars, as well as a new adventure seton Tatooine. **\$26.00**

**Galaxy Guide 2 - Yavin & Bespin** 2nd Ed Details moons, inhabitants, adventure ideas, etc. **\$26.00**

**Galaxy Guide 3 - The Empire Strikes Back** 2nd Ed Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages. **\$25.00**

**Galaxy Guide 4: Aliens** 2nd edition aliens book has been expanded and updated for the 2nd Ed Star Wars. **\$25.00**

**Galaxy Guide 5 - Return of the Jedi** 2nd Ed. Here you can find backgrounds, personality sketches, and anecdotes of the villains and heroes, humans and aliens, and monsters and droids appearing in Return of the Jedi. Also contains a new adventure set on Endor. **\$27.00**

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**Galaxy Guide 10 Bounty Hunters** 128 pages packed with info on the various bounty hunters, where they're at, & how to play one including a scenario for fledgling Bounty Hunters. **\$30.00**

**Galaxy Guide 11 Criminal Organizations** Slaving, spice mining, smuggling, gun-running - there is always someone who will



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**Kathol Outback** Sequel to DarkStryder. The crew of the FarStar arrive at Kathol Outback, searching for Moff Kentor Sarne. They find lost colonies, ancient technology, danger & a new alien race. **\$27.00**

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**No Disintegrations** Attention bounty hunters! Friendships betrayed, lost loves, belongings stolen... those who have been wronged want justice. And they are willing to pay handsomely to get it. That's where you come in. You're a bounty hunter. This book contains five major adventures for bounty hunters. **\$25.00**

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**Platt's Starport Guide** Featuring original color illustrations by Chris Gossett. Want to see the galaxy? Don't join the Imperial Navy! Just follow smuggler extraordinaire Platt Okeefe as she takes you on a vagabond tour of seven starports, including a backwater haven, a wandering trading ship, Kust Drive Yards Starports, etc. 160 pages. **\$40.00**

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**Secrets of the Sisar Run** The cargo run was too good to be true; big profits and minimal risk. But no one can be trusted and there's no way out, with enemies lurking in the shadows and danger at every starport. **\$24.00**

**Shadows of the Empire** A hardback sourcebook of the novel *Shadows of the Empire*, which is a sequel to *The Empire Strikes Back*, but before *Return of the Jedi*. After his defeat on Cloud City, Luke finds himself a pawn between Darth Vader & the leader of the Black Sun criminal organisation. Luke must attempt a daring rescue while hunted by many foes. **\$32.50**

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**Star Wars Miniatures Battles Vehicle Starter Set** A special boxed set including the Star Wars Miniatures Battles Companion, and three miniature vehicles, the Rebel snowspeeder, Rebel speeder bike, and Imperial Biker Scout; and five dice. **\$65.00**

**Star Wars Miniatures Companion** Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, etc. **\$25.00**

**Star Wars Movie Trilogy Sourcebook** A 160 hard back sourcebook containing revised info from Galaxy Guides 1, 3, & 5. Covers Tatooine, Mos Eisley, Death Star, Yavin, Hoth, the Imperial Fleet, Bounty Hunters, Dagobah, Bespin, Jabba's palace, the Rebel Fleet, the New Death Star, heroes & villains. Heaps of B&W photos. **\$45.00**

**Star Wars Planets Collection** Within this 256 page book are two dozen worlds waiting to be incorporated into Star Wars adventures. From the dangerous trader port of Celanon, to the

mining centers on Gaerian and the criminal haven of Korbin, this supplement has something for every Star Wars campaign. **\$40.00**

**Star Wars Sourcebook 2nd Ed.** Stories, maps, charts, and illustrations that explain how the Star Wars galaxy works; from lightships to repulsorlifts. Plans for an X-Wing, a Rebel base, an Imperial garrison, & blue-prints to the Millennium Falcon. Hardback with 144 pages. **\$35.00**

**Tales of the Jedi Companion** Four millennia before the rise of Emperor Palpatine, Jedi Knights struggle against the dark side of the Force and its minions. This companion to the popular Dark Horse comic book series features detailed game statistics and histories for the people, places, starships, vehicles, and droids involved in the events leading up to the Great Sith War. **\$40.00**

**The Black Sands of Socorro** A frontier world far from the tyranny of the Empire, Socorro offers opportunity, wealth, and danger. Travel the Doaba Badlands, learn the secrets of the infamous Black Bhair smuggling coalition, explore his unforgettable world. **\$30.00**

**The Jedi Academy** Based on the novels by Kevin Anderson. The resurrected Emperor is defeated, Leia Organa Solo and the New Republic struggle to rebuild in the aftermath of this terrible conflict, and Luke Skywalker begins his search for new Jedi students. But one of Luke's students is corrupted by the Dark Side, and becomes the new Dark Lord of the Sith - and now the New Republic is threatened. **\$37.50**

**The Thrawn Trilogy Sourcebook** This book is a compilation of Heir to the Empire, Dark Force Rising, and The Last Command. These tell the story of Timothy Zahn's three novels, which are about five years after the Battle of Endor, where the Empire was almost about to be defeated, when a new evil leader arose, Admiral Thrawn, who pushed the New Republic to the edge of utter destruction. **\$45.00**

**The Truce at Bakura Sourcebook** Cold-blooded invaders from beyond known space assault the Imperial held world Bakura; Luke Skywalker, Leia and Solo lead a Rebel force to come to their aid, and they establish a desperate alliance with the tattered Imperial forces. But should the unlikely allies can overcome the aliens, can the Imperials be trusted? Based on Kathy Tyer's novel. Hardcover book. **\$35.00**

**Wanted By Cracken** You are a criminal hunter working for the New Republic, and there are 50 individuals wanted for various crimes. Imperial officers, bounty hunters, smugglers, assassins, etc. **\$25.00**

**Wretched Hives of Scum & Villainy** The cantina in Mos Eisley spaceport was just one of thousands of similar dives throughout the galaxy. Come on in and make yourself comfortable while visiting eight cigar bars, tapcases and clubs frequented by smugglers, spies and bounty hunters. With heaps of adventure ideas. **\$29.00**

## Marc Miller's Traveller

SCI-FI Classic Traveller set in the days before the chaos of the rebellion. By Imperium Games.

**Marc Miller's TRAVELLER RPG** With the demise of GDW, Marc Miller, the creator of Traveller, is back in charge of the game. Traveller has been completely rewritten and revised with this 190 page book, which is lavishly illustrated with B&W and full color pictures. The game returns to the simpler structure of Classic Traveller while allowing for multiple levels of complexity. The time period covers from 4700 BC to 3367 AD. This book is the basic rules set and background for players and GMs. It unravels the secrets of man's conquest of the stars, helps you create heroic characters, lets you fight for survival in deep space and on hostile planets; you can create and design new starships; full rules on psionics; alien races are covered as well as animal encounter tables, etc. **\$39.95**

**Alien Archives** This volume presents twelve minor races for use in any Traveller campaign. Each is suitable for non-player and player character status. There are character generation rules, and rules for encountering these races within the Imperium as well as within their native world. In their worlds, these minor races can be very strong. **\$34.95**

**Aliens, Volume 1** Two interstellar civilizations: the Aslan, noble carnivores challenging the growth of human colonies on their frontiers; and the Vargr, genetically altered savage canine stock, raiding human worlds for plunder. **\$47.95**

**Anomalies** Take an adventurous odyssey among the star systems of the growing Imperium. Wander the systems of Core sector, discover the secrets of a strange, psionic child; enter and explore a research station, and confront the many mysteries of worlds of humans beneath other suns. Can be played as 9 stand alone adventures or one massive interlinked campaign. Great reading! **\$35.95**



**Central Supply Catalog** Collating virtually every item ever published for Traveller, tossing out some, adding new stuff and formatting it all for the new Traveller, makes this an invaluable book. With a full selection of all the "good stuff", with background and new rules to use them with, plus a bug-free set of design rules for you to create your own small vehicles. **\$34.95**

**Emperor's Arsenal** A great book detailing the weapons of Tech Level 0 to Tech Level 16+, from spears and slingshots to crossbows and shields, from musket weapons and cannons to machine guns and mortars, from guided missiles to Hazers, from waterknives to plasma cannons, etc., as well as new weapon rules. **\$36.00**

**Emperor's Vehicles** Dozens of typical vehicles for land, air, and ocean adventuring. Every vehicle is fully illustrated and described for easy integration into your campaign. **\$36.00**

**Fire, Fusion and Steel** Completely updated and integrated into 74 ed of Traveller, this is comprehensive vehicle design. Everything from ground cars to gray tanks, system patrol boats to atmospheric cruisers, & vehicle design. **\$36.00**

**First Survey** This vital companion to Milieu 0 is an atlas of the 50 or so sectors that were the Vilani Empire and its surrounding territories. The star systems of the Sylean Federation are well defined. Further out, systems are less charted. **\$31.95**

**Long Way Home: Adventure One** The mission: a covert reconnaissance deep into uncharted territory beyond the borders of the New Sylean empire. But that mission is quickly disrupted as the adventurers jump out of system in their extended duration survey class Scout ship. With five interlinked scenarios and heaps of maps, etc. **\$20.95**

**Gateway! Adventure Two** Far from their starting point the explorers come across a gateway, a means to get back. But sensors indicate the device is buried under a huge city which is presently trapped in the clutches of an alien war. **\$20.95**

**Milieu 0: The Third Imperium** The first Milieu reference book chronicles the emergence of the Third Imperium from the Long Night. Covers the early years of the Third Imperium, its initial steps to re-explore the galaxy, of its economies and strategies for doing so and its politics for administering the fledgling empire, of the Emperor who has brought it all to pass, of its closest allies and worst enemies... With many adventure hooks for players and GMs. **\$31.95**

**Milieu 0 Campaign** Traveller's campaign world is revealed. The barbaric long night has passed. Starships once again ply the space lanes, and civilizations are reawakened to the vast stellar community of worlds. This book opens the way for GMs to begin and maintain an epic game where players ride the waves of history. **\$47.95**

**Psionic Institutes** The beginning days of the new Sylean empire are a time of open acceptance of psionic powers and those who have them. Institutes range in size and reputation from established universities with influence at the highest levels to fly by night charlatans and fake salesmen that keep one step ahead of the authorities. **\$33.00**

**Starships** A valuable reference book with 108 pages, detailing the starships of the Traveller universe, including ship names, statistics, anecdotal info, black & white illustrations for each ship, deck plans, and more of those stunning full color paintings. Also features the Standard Ship Design System. **\$31.95**

**Traveller GM Screen** A four panel GM screen plus the Memory Alpha adventure, written by Marc Miller. The characters agree to a high-paying mission with a catch - they must undergo a memory wipe upon the conclusion of the mission, and then the real mission begins as they try to learn what exactly did they do during that mission? **\$20.00**

## Vampire

**HORROR** A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. By White Wolf.

**Vampire 2nd Ed. Hardcover** Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. Its atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic fusion of romance laid atop today's hyper-kinetic MTV world. That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. **\$39.95**

**A World of Darkness 2nd Ed** Venture into those forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia, Japan, & the USA. **\$28.95**

**Antagonists Mind's Eye** Theatre live roleplay supplement for Masquerade. With complete rules for mortals, including rules and role playing notes for the Inquisition, government agents, and independent hunters. Updated Numina, with rules for using True Faith, Hedge Magic and psychic powers, and complete character creation rules for sabbat. **\$23.95**

**Berlin By Night Sourcebook** on Berlin. The Soviet Brujah who rules the city, war, and now East & West experience rivalries. **\$23.95**

**Blood Bond** Characters learn of the strength of the blood bond, an obsession none can resist, whilst dealing with the Prince of Chicago, strange new Kindred and the dread Sabbat. **\$15.95**

**Book of Nod** Pocket sized book that contains the records of the birth of the undead, so has invaluable insight into vampire origins. **\$14.95**

**Book of the Kindred** The sourcebook for *Vampire the Masquerade*. It tells the tale of the Kindred from the legends of ancient times to the harsh realities of modern nights. It investigates mysteries and reveals secrets that the darkness would - and might best - keep hidden. Pocket book. **\$16.00**

**Chicago Chronicles Vol 1** A compilation of two classic Vampire sourcebooks. Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. **\$34.95**

**Chicago Chronicles Vol 2** Two classic vampire sourcebooks. Chicago by Night 2nd Ed and Under A Blood Red Moon. Also features the next chapter in the epic fall of Chicago. No vampire is safe, not from werewolves or each other. **\$31.95**

**Chicago Chronicles Vol 3** A compilation of Milwaukee by Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. A tale of betrayal, hatred and revenge. **\$31.95**

**Children of the Inquisition** From the flames of the Inquisition sprang two warring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. **\$28.95**

**Cities of Darkness** City life crushes our spirit. Traffic. Crime. Corruption. Inhumanity. Rumors and legends abound as we strive to cope with each horror and save what's left of our identities, before we become the monsters that stalk the urban sprawl. But for some its too late. Combines *D.C. By Night* and *New Orleans by Night*. What goes on in the nation's capital and America's party town after night, when the undead come out? It's all one big celebration. **\$37.00**

**Clan Book: Assamite** Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most elusive clans. Once hunted, these vampire assassins are now sought by the Kindred for the disposal of their enemies. **\$15.95**

**Clan Book: Brujah** History, traditions, myths and secrets of the Brujah. 10 templates of characters, & mysterious powers. **\$15.95**

**Clan Book: Gangrel** How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. **\$15.95**

**Clanbook: Giovanni** The last Clanbook is the Giovanni, who are final in so many ways. Steeped in blood and treachery, this sinister clan of necromancers worms its way through the jihad while feigning non-involvement. With its connections to the Mafia. **\$16.00**

**Clan Book: Lasombra** From their webs of shadows, the Lasombra guide the destiny of the dread sabbat. Unless even by mirrors, these lords of darkness glide through the night they rule, orchestrating the rise and fall of kine and Kindred. **\$15.95**

**Clan Book: Malkavian** An extremely warped Clan, whose members are all insane (as is this book). The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. **\$15.95**

**Clan Book: Nosferatu** Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. **\$15.95**



**Clan Book: Ravens Gypsies**, vagabonds, and charlatans, the cunning vampires of Clan Ravens roam the night as they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, receiving curses. **\$16.00**

**Clan Book: Settles** Called corrupt by even the most crooked Venture, the Settles are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. **\$15.95**

**Clan Book: Toreador** A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. **\$15.95**

**Clan Book: Tremere** 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. **\$15.95**

**Clan Book: Tzimisce** Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. **This book is strictly Adults Only. You cannot order it unless over 18 years.** **\$15.95**

**Clan Book: Venture** The vampires of Clan Venture understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Venture know they are only hope. **\$15.95**

**Dark Destiny** A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. **\$31.95**

**Dark Destiny III: Children of Dracula** A hardback novel with a collection of short stories ranging from Dracula's offspring to the power of the Camarilla and the Sabbat, and the fear brought on by the Antediluvians. **\$35.00**

**Diablerie** A combination of the two out of print titles *Awakening* and *Bloody Hearts*. Finally, characters have the chance to taste the blood of the Methuselahs, and gain immeasurable power! But at what price? There are worse things than Final Death. **\$19.00**

**Dirty Secrets of the Black Hand** Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. **\$27.95**

**Elysium: The Elder Way** The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. **\$23.95**

**Ghouls: Fatal Addiction** By day they walk among mortals as innocents; by night they crawl among Kindred as fodder and slaves. They are ghouls, suspended between the lure of eternity and gates of damnation. **\$24.00**

**Laws of the Night** For Mind's Eye Theatre. Clans, bloodlines, disciplines, character creation, derangements, influences, merits, flaws, paths, archetypes, abilities, FAQs: everything you need to be a vampire. **\$17.95**

**Liberté des Goules** The Book of Ghouls *For Mind's Eye Theatre*. Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire. - incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan. **\$17.50**

**Los Angeles By Night** Passionate and fiery, Los Angeles burns with an excitement found in no other city - and now it is unparalleled in violence. The anarchists who swore eternal brotherhood when they drove out the Camarilla have formed gangs and now battle each other. **\$28.95**

**Milwaukee by Night** Details this city where the Anubi's strength is waning, while salivating packs of Lupines (Werewolves) await their chance to destroy their ancient enemies, the Vampires. 128 pp. **\$22.50**

**Montreal By Night** For 18 years and over only. Welcome to Montreal, unalloyed shrine of our most glorious Sabbat. We're so glad you came. Walk our catacombs in search of blasphemous knowledge. Enjoy all manner of titillating diversions with our deliciously putrescent "Toy." And forget that language barrier nonsense; we'd be delighted to hear you scream for mercy in English or French. **\$24.00**

**Mummy 2nd Ed** From the ancient sands of Egypt they return again and again, fighting an eons-old war. Discover the blessing and curse of Rebirth and aid the undying mummies in their eternal struggle against the children of Caine. **\$28.95**

**New Orleans By Night** Sourcebook of the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. **\$10.00**

**Player's Guide 2nd Ed** Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2206) **\$34.95**

**Player's Guide to the Sabbat** History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) **\$23.95**

**Prince's Primer** A resource for Vampire or Mind's Eye Theatre, with thoughts from princes, anarchists, and others on how to rule a city successfully; the infamous "A Manifesto on Becoming Prince" - conclave reports, etc. **\$17.95**

**Storyteller's Handbook 2nd Ed** Includes chapters on perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. (Code # 2222) **\$28.95**

**Storytellers Handbook to the Sabbat** Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) **\$23.95**

**Storyteller's Screen** + 16 page story-adventure. **\$17.95**

**The Inquisition** While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robbed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. **\$18.95**

**The Kindreds Most Wanted** Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. **\$23.95**

**The Last Supper** The first installment in the long awaited Giovanni Chronicle. The Last Supper takes the characters to the subterranean lair of Claudius Giovanni, where the food they eat will be their last. The characters become caught in the war between the clans of the Camarilla and those from the Giovanni. Set in 1444 AD. **\$23.95**

**The Giovanni Chronicles II: Blood & Fire** Continues the story two centuries later, in Rome. The Giovanni clan, its members foul necromancers all, seek nothing less than apotheosis. Only the characters have a chance to thwart their schemes and horrible plans. **\$28.95**

**The Masquerade 2nd Ed** Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live-role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. **\$28.95**

**The Masquerade Book of Props** This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. **\$23.95**

**The Masquerade: The Elder's Revenge** "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. **\$17.95**

**The World of Darkness: Gypsies** The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think of the supernatural. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. **\$23.95**

## VAMPIRE NOVELS

- 1. The Beast Within** Anthology of 13 vampire tales that explore the darker side of San Francisco. **\$8.00**
- 2. Prince of the City** Depicts life along the Barbary Coast, the Chinatown Tong Wars, transcontinental railroads, a World's Fair and the Great San Francisco Earthquake, all from a vampire's perspective. **\$9.50**
- 3. House of Secrets** Ilse Decameron has discovered the last mortal of House Tremere. She thinks he is a reincarnation of a man she once loved. She must now choose between him and the Clan. **\$9.50**
- 4. On a Darkling Plane** When an unknown enemy assails his people, Sinclair rouses himself to command the defense, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilization. And an unseen puppet master is willing to sacrifice every piece on the board in order to checkmate her opponent. Who is she? **\$9.95**
- 5. As One Dead** In the shadows of Toronto, anarch vampires live in a narrow zone of safety against the oppression of their Sabbat enemies. To them comes a saviour - a powerful ancient vampire urging them to rebel against the Sabbat's yoke - but can she be trusted? **\$9.50**
- 6. A Dozen Black Roses** Deadtown is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel. **\$30.00**

## The Masquerade of the Red Death Trilogy

- 1. Blood War** For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble. **\$9.50**
- 2. Unholy Allies** Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. **\$9.50**
- 3. The Unbeholden** Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organizations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. **\$9.50**

## Vampire: The Dark Ages

**HORROR** White Wolf have now released a new RPG - this time focusing on Vampires in the Middle Ages - a time steeping in tradition and fear.

**VAMPIRE: THE DARK AGES RPG** A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience and casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun and the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in his heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. **\$44.95**

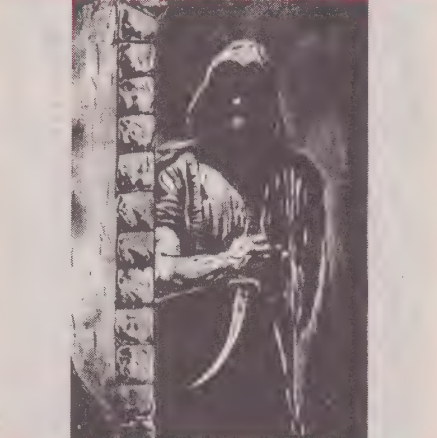
**Book of Storytellers Secrets** Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assassin killers in the Holy Land. **\$24.00**

**Clanbook: Cappadocia** At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What's the truth of the Clan of Death, known only to the inhabitants of the Dark Medieval world? **\$19.00**

**Clash of Wills** The Earl of Galtre lies on his deathbed and his lands hang in the balance. Fearing for his soul, he wills his land to the Church in exchange for absolution - or does he? Suddenly his son produces a will that makes his sole heir, and soon the player characters are involved in a dark journey of mystery. **Due Sep. \$13.00**

**Constantinople By Night** Come to domed Constantinople, would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torchlit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. **\$23.95**

**Liege, Lord and Lackey** Who would serve Cainites? The dread lords of the Long Night? The guide to introducing the members of a vampire's retinue into a chronicle. Info on mortals and ghouls, whom vampires need to survive in the Dark Medieval world, and rules for non-Cainite characters - you can play *Vampire* without being a vampire! **\$24.00**



**Vampire: The Dark Ages Companion** Welcome to the Long Night. Come and learn the secrets of an ancient race that comes alive after the last rays of the sun have fled the sky and that hides in the darkness or at the foot of the children's beds. Run with the Children of Caine through the moonless nights of Dark Medieval Europe. This compendium provides a plethora of new material for players and storytellers. New bloodlines so bizarre they failed to survive the inquisition's fires, details on Moors, Mongols, and pagans, etc. **\$32.00**

**Vampire: Dark Ages Storytellers Screen** Four panel screen plus book of character record sheets. **\$17.95**

## VAMPIRE: DARK AGES NOVELS

- 1. Dark Tyrants Walk** through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. **\$20.00**
- 2. To Sit Through Bitter Ashes** Obsessed with acquiring the Holy Grail for the Lasombra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar & the lair of an ancient Egyptian evil. **\$9.50**

## Warhammer Fantasy

**FANTASY** Traditional fantasy setting - in fact, Games Workshop's Warhammer Fantasy world. Printed under license by Hogshead Publishing.

**WARHAMMER FANTASY ROLE PLAY** This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilized and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. **\$55.00**

**Apocrypha Now** Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Given Wardancer, how to convert characters between WFR and WFBattles. 128 pages. **\$30.00**

**Death on the Reik** The sequel to *Shadows Over Bogenhafen*. Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants, Skaven and desperate cultists, and eventually Chaos. **\$27.00**

**Dying of the Light** All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. **\$30.00**

**Fire & Blood: Doomstones Campaign Vol I** A chance discovery in the mountains puts the adventures on the trail of the legendary Orkish war-forest, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artifact, the Crystals of Power, Mystery & adventure! **\$44.00**

**Shadows Over Bogenhafen** The enemies within the Empire. This book is a compilation of two old titles, *The Enemy Within* and *Shadows Over Bogenhafen*. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, religions, etc. **\$30.00**

## Wasteworld

**SCI-FI** Set in Earth's dark post-holocaust future. By Manticore.

**WASTEWORLD RPG** With B&W and color artwork in the league of *Heartbreaker*. In the dark future of a dying earth five warrior civilizations prepare for the final conflict. In each mighty megacity, technology is an ideology that shapes the destiny of billions. The enigmatic Machine Gods of Prometheus grant their followers the gift of bionics. The ever-reincarnating samurai defend their Shogun with swords of light. The Lords of Hydra sculpt their followers into super human soldiers, using the terrifying power of biotechnology. The decadent nobles of Ikarus descend from their flying city in razor-winged battlesuits to prey on the lands below. The exiled aliens of Janus defend the world's last starport. A very, very dangerous world awaits you. 288 pages. **\$40.00**

## Werewolf

**HORROR** Second in White Wolf's gothic-punk series. Here the players are werewolves. Lupine outcasts who fight to defend their wilderness territory from the forces of the wrym. By White Wolf.

**WEREWOLF 2nd Edition** Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. **\$40.00**

**The Apocalypse** This Mind's Eye Theatre supplement brings the world of Garou to live-action storytelling. The Apocalypse features new and intriguing information about Garou society, including each Garou's role in it. Also features Garou political issues that can enrich any game of Werewolf, whether played live action or normal role playing. **\$23.95**

**Axis Mundi: Book of Spirits** Axis Mundi, the World Tree. The spiritual centre of the world. The Garou know it well, for they must place themselves at the Tree, the centre of creation, to work their rituals. And in the branches and among the roots, the spirits await, to assist or punish. **\$28.95**

**Basket** A Changing Breed book. Now the secrets of the elusive werewereats are revealed. This players guide presents expanded rules for running the Basket as player characters. It also tells their history as they remember it. The Basket aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles, a nose for trouble, and a hunger for life. **\$29.00**

**Black Furies Tribebook** The history and culture of the Black Furies, five ready to play character templates & a small comic strip. **\$15.95**

**Bone Gnawers Tribebook** A bunch of down and outers, this tribe lives on the street in downtown, kicked around, abused, rejected, outlaws. But they stand up for the hobos and desolates who live on the streets. **\$15.95**

**Book of the Wrym** Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarna, etc. **\$23.95**

**Caerns: Places of Power** Caerns, ancient places of power, sacred sites to the werewolves. This book includes 14 caerns, a full color map of the world's Moon Bridge routes, and the cunning and dangerous Kitsune werewereats of Japan. **\$23.95**

**Children of Gaia Tribebook** The Children of Gaia believe the Wrym cannot be defeated with its own vices - they believe understanding and forgiveness will prevail. This tribebook describes this peaceful tribe with history and culture, 5 character templates, etc. **\$15.95**

**Chronicle of the Black Labyrinth** A compilation of Wrym lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wrym



# 22 - Roleplaying Games: Werewolf: Wild West - Wraith

secrets are revealed here.

**Combat** When diplomacy fails...not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with an World of Darkness RPG, not just Werewolf. **\$17.95**

**Croatian Song** A graphic novel. In the late 1500s, the Croatian Garou lived peacefully among the Native Americans of Roanoke Island. Then Sir Walter Raleigh's fleets arrived to claim the land of Virginia. They brought the Wyrm with them. This is the story of the Croatian's final battle to defeat the Wyrm and leave the Pure Lands free of taint, and what went terribly wrong. Due ever? **\$18.95**

**Drums Around the Fire** A book of short stories, including a Garou fighting the most dreaded minion of the Wyrm, a Glass Walker learns true horror, a young pack fights to save children, etc. **\$12.95**

**Fianna Tribebook** The Fianna know how to party - & to kick butt with the best of them. These Celtic werewolves live life to the fullest, reveling in their passions and mocking their enemies with vicious satire. **\$15.95**

**Freak Legion** Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. **\$23.95**

**Get of Fenris Tribebook** Looks at the Get of Fenris; their Nordic heritage, legends, and society. A heavily illustrated book telling the saga of the Norse werewolves, the strongest of the strong. **\$15.95**

**Glass Walkers Tribe Book** The Glass Walkers use technology and cybernetics to help them in their battle against the Wyrm, and those other Garou claim they are traitors for doing so. **\$15.95**

**Laws of the Wild** Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because it's time to get Wild with you last, best hope this post has is the Garou. **\$24.00**

**Midnight Circus** A World of Darkness sourcebook. Come and visit Anastagio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first... **\$23.95**

**Nuwisha** Another Changing Breed book. Spotlights the werecoyotes, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. **\$19.00**

**Outcasts: Players Guide to Pariahs** Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Magic Hollow Ones. **\$23.95**

**Project Twilight** The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? **\$18.95**

**Rage Across Appalachia** Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native folk together to resist and fight. **\$24.95**

**Rage Across the Amazon** The servants of the wyrm are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werejaguars, Mokole werecoyotes, etc. **\$10.00**

**Rage Across the World** Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Caerns: Places of Power, and Rage Across Russia. **\$31.95**

**Rage Across the World Vol. 2** The War of the Apocalypse rages across the globe as the Wyrm seeks to destroy Gaia. This book includes Rage Across Australia and Dark Alliance. **\$31.95**

**Red Talons Tribebook** We are wild - unquenchably wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now. **\$15.95**

**Shadow Lords Tribebook** A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with truths that the other tribes regard as lies. **\$15.95**

**Silent Striders Tribebook** How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, the exiles, dare to gather the secrets in the far corners of the world. In only they realized that the whole world stretches before them. **\$15.95**

**Silver Fangs Tribebook** They are the heroes of Garou legend: the kings, the tsars, the champions. Once noble, they have now fallen into madness and arrogance, but with the coming of a new king, they have hope. **\$16.00**

**Umbrat: Velvet Shadow** The places, spirits, and cosmology of the Garou spirit world. **\$23.95**

**Warriors of the Apocalypse** Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. **\$23.95**

**Werewolf Chronicles Volume 1** Preserves the earlier, now out of print classic Werewolf sourcebooks, *Rite of Passage* and *Valkenburg Foundation*. **\$24.00**

**Werewolf Chronicles Volume 2** Gets back to the roots of Werewolf with two out of print classics: *Way of the Wolf* and *Monkeywrench! Pentex* - a book on the lupus Garou and the worldly embodiment of their enemy, the Wyrm's Pentex. **\$24.00**

**Werewolf Dice** Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube. **\$12.00**

**Werewolf GM Screen 2nd Edition** The GM foldout screen & pad of tables, with adventures to help storytellers get started. **\$15.95**

**Werewolf Players Guide** A 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klaiive dueling and the Garou martial art of Kailindo, etc. **\$28.95**

**Werewolf Storytellers Handbook** With advice, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on Garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. **\$28.95**

**Who's Who Among Werewolves: Garou Saga** A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. **\$17.95**

## WEREWOLF NOVELS

### 1. When Will You Rage?

An anthology of 19 short stories, all original, detailing the lives and battles of San Francisco's werewolves. **\$9.50**

### 2. Breath Deeply

Peter War's Glass Walker tribe is being decimated by the Snow Plague. He must travel to the Amazon to find a flower that will cure the plague. But the Pentex are busy plotting and he does not trust the Amazonian Garous. **\$9.50**

### 3. The Silver Crown

The Silver Fangs king is dead, and of two contenders for the throne, one intends to hand the tribe over to the Wyrm. The other must find the Silver Crown to stop him. **\$9.50**

### 4. Call to Battle

This is a RAGE card game novel. Jay Caldwell is trapped at a military school, estranged from his step-father, brutalised by his

sadistic headmaster. Then he learns he is a werewolf, being secretly experimented with by a technomantic mage... **\$9.50**

## Werewolf: The Wild West

**HORROR Like Vampire** spawned a historical version, *Vampire Dark Ages*, now Werewolf has gone back to its past. By White Wolf.

**WEREWOLF: THE WILD WEST RPG** A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wild was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttle far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. **\$45.00**

**Wild West Poker Deck** This oversized, deluxe poker deck, is a must for any Wild West gambler. **\$27.00**

## Wair-Rae

**FANTASY** By the authors of the Australian Realms magazine, this is a generic RPG supplement.

**WAIR-RAE** This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first Unas sourcebook and tells the story of the elves of Wair-Rae who are driven by the ambition of mad High King Caemarou to achieve the prophecy of the Ansilae, a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future. **\$15.00**

## Waste World

**SCIENCE FICTION** A post nuclear holocaust has reduced the world to a wasteland, inhabited by many different types of peoples. By Manticore.

**WASTE WORLD RPG** A new RPG with quality artwork akin to Warhammer 40,000 and Mutant Chronicles. Waste World, thousands of years into our future, is a place of sudden brutal violence where the survivors of the holocaust which destroyed the world as we know it battle amid the endless deserts of a terribly changed world. It is a place where humanity and its successors struggle for supremacy against terrifying alien intruders. Those who survived the holocaust are genetically altered humans, mutants, self aware robots of all sizes, Stygian & Drakonian aliens, demons and Overminds. 272 pages, including 16 in color. Has lots of short stories & world background. **\$40.00**

## The Whispering Vault

**THE WHISPERING VAULT RPG** A complete roleplaying game where beyond the realm of flesh is an unseen realm of essence where the dreaming spirits dwell. Slipping across the Rift between the Realms the unbidden indulge in their bloody passions in the world of men. The most resolute of those who oppose these renegades are chosen to serve a higher purpose as Stalkers - immortal guardians of the flesh. You play one of these Stalkers, supernatural entities with strange powers who pursue their otherworldly prey across time and space to the darkest corners of mankind's history. With simple game mechanics. **\$31.95**

**The Whispering Vault GM's Screen** The standard 3-panel GM Screen. **\$11.95**

**Dangerous Prey** Know your enemy. Easier said than done when the foe is an inhuman entity possessed of powers and motivations no mortal could hope to comprehend. Only by transcending the flesh can the chosen earn the eternity necessary to taste the madness of the Unbidden. Explore the Lairs of the Architects, Weave Husbos over otherworldly Minions, and do battle with 32 new Shadows. **\$23.95**

## Wraith

**HORROR** White Wolf's next installment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. By White Wolf.

**WRAITH RPG 2nd Ed** A 292 page hardback book. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. **\$45.00**

**Artificers Guildbook** Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc. **\$18.95**

**Charnel Houses of Europe: The Shoah** It makes me shiver to the bone to recall what I saw of the Restless Dead during the Second World War. There began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. They breached the Shroud naked, heads shaved, scarred and cut and there was an abhorrence in the air when they came, a stink of burning. For over 18 years old only. **\$24.00**

**Dark Kingdom of Jade** The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands, and horrors unknown in the sheltered halls of Stygia await unwary travellers. **\$23.95**

**Dark Kingdom of Jade Adventures** Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead. **\$23.95**

**Dark Reflections: Spectres** They ride the winds of the Maelstroms. In the fury of the Tempest and the darkness of the Labyrinth they wait for their victims. They are the devoted servants of Oblivion, and they work its dark will as they revel in its power. **\$15.95**

**Guildbook: Hunters** Even among the Restless Dead, there are

some who are regarded as just a little...off. They make walls drip blood, time double back on itself, and the living die of fear. Contains the mysterious link between the Hunters & the Wyld. Hunter recruiting practices - & no, they're not pretty; & new ways to terrorize the living. **\$19.00**

**Guildbook: Masquers** Why are the Masquers feared and misunderstood? Because they can change their faces in an instant, mold fearsome weapons from the plasm of their bodies, transmogrify other wraiths into tapestries...and yet, they all seem so nice. **\$18.95**

**Guildbook: Sandmen** The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can tear a sleeping soul from its body, and the anguish doesn't always end when you wake. **\$18.95**

**Haunts** A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierarchy, Heretic, and Renegade Haunts, & rules to create new Haunts. **\$23.95**

**Hierarchy** The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld. **\$18.95**

**Love Beyond Death** Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existence, the promise of love is one of the only beacons of hope in the face of Oblivion. **\$15.95**

**Midnight Express** An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. **\$18.95**

**Necropolis: Atlanta** Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlanta in the Shadowlands, info on the Kindred for Vampire. **\$23.95**

**Oblivion For Mind's Eye Theatre** Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and garou. **\$28.95**

**Shadow Players Guide** Every wraith has his own personal whisperer in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void. **\$29.00**

**The Face of Death** A large foolscap book full of morbid black and white art for the new Wraith game. **\$20.95**

**The Quick & the Dead** When the prey turns on the hunter, ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. **\$18.95**

**The Risen** Here's what you've been waiting for. A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each revenant carries with her. **\$18.95**

**The Sea of Shadow: Storytellers Guide to the Tempest** The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. **\$18.95**

**Wraith Character Kit** Includes a player's screen, character sheet, death certificate, & other insert items. **\$17.95**

**Wraith Dice** Includes 10 high-quality 10 sided dice, and a dice tube. **\$12.00**

**Wraith Players Guide** An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcana, and abilities. **\$28.95**

**Wraith Storyteller Screen 2nd Ed** GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional game info. **\$18.95**

## WRAITH NOVELS

### 1. Caravan of Shadows

While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness. **\$9.50**

### 2. Beyond the Shroud

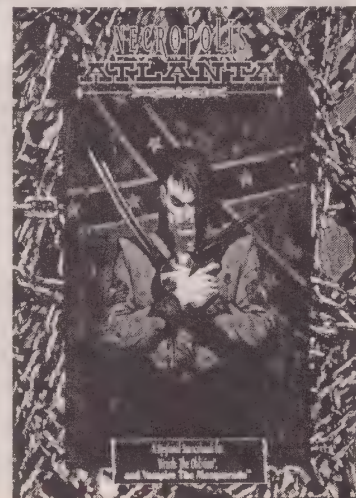
Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife... **\$34.95**

### 3. Death & Damnation

An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. **\$16 pages.**

## Dark Kingdoms Trilogy

1. The Ebon Mask Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it.





# COMPUTER GAMES

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Pre World War II

### ADVANCED CIVILIZATION

**AH**  
By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions; there is no random element; 8 players can play via online; there are three levels of AI, four variant options, dozens of different player combinations; you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! **IBM Requires: 486, CD-ROM, 8mbRAM, SVGA. IBM - \$90.00**

### AGE OF RIFLES 1846-1905

**SSI**  
This is SSI's Wargame Construction Set III. This is a stunning looking game set in a time when the rifle dominates the battlefield. Puts you in command of troops from around the world, fighting the endless battles that raged between 1846 and 1905. Much more than a Civil War game, this game includes battles of Europe, Asia, and South America. You can create your own scenarios. There are over 1,000 uniform combinations, 80 weapons, 38 nationalities, gunshots, explosion and fire animations bring the battlefield to life. Can be played single player, two player, and via e-mail. Includes 8 campaigns and a staggering 62 scenarios, including US Civil War, Franco-Prussian War, Mexican-American War, Russo-Japanese War, Soldier Queen. **IBM Requires: CD-ROM, 486/66, hard disk, 8mbRAM. \$50.00**

**AGE OF RIFLES CAMPAIGN DISK** Three campaigns and 30 scenarios for *Age of Rifles*. Includes 7 battles from the British Colonial Indian Mutiny, the Wars of Italian Unification, and General Hood's Army of Tennessee goes on the offensive to divert the Union from invading Georgia in 1864. **\$40.00**

### AGE OF SAIL 1775-1820

**TalonSoft**  
Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can play head to head via modem or versus the computer. **IBM Requires: 486/66, 8mbRAM, Windows 3.1+, SVGA. \$90.00**

### AIDE DE CAMP

**HPS**  
At last! We have been asked hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargame assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. **IBM Requires: VGA, 3.5" FDD, hard disk, 286+. \$99.00**

**American Civil War: From Sumter to Appomattox** **Int**  
Two CDs. The first has a 175,000 word narrative text plus maps, color photos and biographies of famous leaders. Also exciting video clips of battle reenactments. CD2 has the strategic game, where you play the entire Civil War from the opening guns at Sumter to the final surrender in Appomattox, or enter the war in 1862 or 1863. Recruit and organize your own divisions, and assign generals to command them. Can be played with various political and military victory options, so you can face entirely different strategic, economic and political challenges each time you play. **IBM Requires: 486/33, Win 3.1+, 8mbRAM, SVGA, hard disk, CD-ROM. \$50.00**

### BATTLEGROUND: ANTIETAM

**Talon**  
September 17, 1862, Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Provides many historical and "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics and full color re-enactment videos blend into an exciting extravaganza of true multimedia entertainment. Command some or all of your army. Also includes the Battle of South Mountain. **IBM Requires: 486/33, Win 3.1+, CD-ROM, 8mbRAM, hard disk. \$90.00**

### BATTLEGROUND: Napoleon in Russia: Borodino Talon

The sixth BATTLEGROUND title. After a series of indecisive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander's army,

poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle. History comes alive as Marshall Kutuzov's Russian infantry doggedly defend Moscow from one of Napoleon's most brilliant onslaughts. Napoleon's massive Grande Armee Cosacs abound amidst this momentous struggle. Can you as the French take the Great Rebound from the Russians early enough to take advantage of it? Can you as the Russians hold your line intact long enough for the day to end in a stalemate? **IBM Requires: Win 3.1+, 486/33, 2pCD-ROM, hard disk, 8mbRAM. \$90.00**

### BATTLEGROUND: BULL RUN

**TalonSoft**  
The seventh BATTLEGROUND game. Includes two complete battles. First Battle of Bull Run in July 21<sup>st</sup> 1861, which found J.E. Johnston's outnumbered Rebels fighting as a desperate delaying action versus the powerful Union army of Irvin McDowell. It was in this battle that General Thomas J. Jackson earned his famous nickname "Stonewall". And the Second Battle of Bull Run in August 28-30, 1862. During the following summer, Robert E. Lee lured John Pope's Union army into a deadly trap on the already blood-stained fields of Manassas. **IBM Requires: 486/33+, Win 3.1+, hard disk, 2pCD-ROM, 8mbRAM. \$90.00**

### BATTLEGROUND: GETTYSBURG

**TalonSoft**  
This is the 2nd title in Empire's magnificent "Battleview" series of wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. Units are regimental, you can play the 1st, 2nd, 3rd day or the whole three day campaign. With extensive combat sounds and video clips. Absolutely fantastic. **IBM Requires: Windows 3.1+, 486/33+, CD-ROM, 4mbRAM, SVGA, hard disk. \$90.00**  
**Battleground: Gettysburg The Collectors Series A special release of the above game that includes, besides a battle re-enactment, a music CD full of music from the era, and a documentary video all about Gettysburg, including live-action reenactments, photos, etc. Requires as above. \$109.95**

### BATTLEGROUND: SHILOH

**TalonSoft**  
The fourth game in this magnificent series of "Battleview" wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. This game covers the two days of April 6<sup>th</sup> and 7<sup>th</sup> 1862 when the Confederate Army under Albert Sidney Johnston launched a bold surprise attack on US Grant's Union Army. Multiple scenarios include The Surprise Attack, Hornes's Nest, and Pittsburg Landing. Features variable Command - the computer can control those parts of your army you don't want to command. **IBM Requires: Windows 3.1+, 386/33+, CD-ROM, 4mbRAM, SVGA, hard disk. \$80.00**

### BATTLEGROUND: Prelude to Waterloo

**Talon**  
Battleground 8. Delivers both battles of Ligny and Quatre-Bras in the days preceding the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian armies defeat L'Empereur and prevent his advance to Waterloo effectively ending his tyranny of Europe. **IBM Requires: Win 3.1+, 486/33+, 8mbRAM, hard disk, SVGA, 2pCD-ROM. Due Sept. \$90.00**

### BATTLEGROUND: WATERLOO

**TalonSoft**  
This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features a stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Wellington and Blucher, and you can control all of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougomont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. **IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8mbRAM. \$90.00**

### BATTLES OF THE WORLD

**Compton**  
This is not a game. This is a library on disk. Relive the ancient Egyptian battle historians consider the mother of all battles, Qadesh, 1275 BC. Discover how the famous natural disasters of their once isolated island against the Mongols. Or investigate Gulf War technologies which could profoundly alter the course of warfare in the next millennium. Ten of the world's pivotal battles come to life through video, historic footage, strategic demonstrations, photos, 3D animation, colorful maps, and period music. Also covers ancient battles of 32 BC, Augustus 415 AD, Austerlitz 1805 AD, Stalingrad 1942 AD, the Gulf War, etc. **IBM Requires: 486/33, 8mbRAM, SVGA, hard disk, Windows. \$68.00**

### CAESAR II

**IMP**  
As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bribes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar. In the league of Civilization, including city building in the first game. AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. **IBM Requires 386+, 1mbRAM, VGA, hard disk, CD-ROM IBM - \$40.00**  
**Caesar II Hint Book \$40.00**

### CIVILIZATION

**Microprose**  
Still a great game - I was even playing it yesterday. This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. **IBM requires: 486/25, CD-ROM, 4mbRAM. Special - \$40.00**  
**Civilization Hint Book \$40.00**

### CIVILIZATION II

**MIC**  
This will certainly be the hit of the year. This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are new pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome or a nation in WW2. **IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CD-ROM, mouse, hard disk. \$80.00**  
**Civilization II Official Strategy Guide CIV II hint book. \$30.00**  
**Civilization II Scenarios 12 brand new scenarios, including after the fall of wide nuclear apocalypses, alien invasion, the American Civil War, etc. \$30.00**  
**Civilization II Collector's Edition** The complete Civilization game, plus the 400 page Official Strategy Guide, plus *Conflicts in Civilization*, which has twenty new scenarios. **Requires as above. \$100.00**  
**Evolution: The Dawn of Humanity 100 new maps and scenarios for Civilization II. What if Napoleon won at Waterloo? What if Germany won WWI? Do you want to see the Middle East as the new Super Power? What will Earth be like in the year 3057? Requires as above. \$40.00**

### COLONIZATION

**MIC**  
Colonization by Sid Meier, who brought us *Civilization*. A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Portugal, or Britain and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industries - all the while trying to hold back the possibility of revolt. With great graphics in the style of *Civilization*. **IBM requires: hard disk, 3.5" FDD, VGA, mouse, VGA, Or on CD-ROM. IBM - \$30.00**  
**Colonization Hint Book \$40.00**

### CONQUEST OF THE NEW WORLD

**CIN**  
This is the best game I have seen for the discovery and colonization of America. A single or multiplayer game where you are in control of explorers, settlers and mercenary soldiers, to build new colonies and protect them. As you search for new rivers and mountains, you'll come across other colonies and encounter friendly and hostile tribes of Indians. Only through a perfect balance of diplomacy, exploration, trade and warfare can you build the ultimate nation, declare independence, and experience the true power of conquest. Stunning graphics, and includes a tactical

wargame like a miniature's game to resolve battles. **IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Hard disk. \$80.00**

### CUSTERS LAST COMMAND

**HPS**  
An older title in a plain box, but being the only recreation of the Battle of the Little Bighorn. You can play either Custer or the Sioux-Cheyenne. Set at platoon level, 5 minute turns, with variations such as *Gunners*, 2nd Cavalry as reinforcements, variable Indian village sizes, Indian readiness, etc. **IBM Requires: VGA, 3.5" FDD, hard disk, 386. \$50.00**

### DESTINY

**INT**  
A Civilization style game. From the Stone Age to the Space Age. From the discovery of the wheel to the discovery of the integrated circuit. But this game gives more options. Play from 2D maps or 3D worlds to command your forces, tanks, airplanes, ships, etc. You don't have to start in the Stone Age or play a full campaign. You can have military or scientific victory options. You can have real time play, or turn based. You build your cities over time while making strategic discoveries. The computer can resolve your battles, or you can do it yourself. Stunning graphics. **IBM Requires: Win 95, CD-ROM, 486/66, 8mbRAM, SVGA, hard disk. \$50.00**

### FLYING CORPS

**Empire**  
Find out how it feels to fly and fight with the thrilling forerunners to modern fighter planes and experience the gritty realism of airborne conflict in WWI. Forget the luxury and comfort. In 1917, aerial combat was intimate, and the cost of the trade limited to a machine gun, nervous steel, sharp wits and reflexes, and chance. This WWI flight game features meticulous modeling, historical accuracy, breath-taking landscapes, authentic aircraft handling. Fly the Sopwith Camel, Nieuport Scout, Spad XIII, Albatross DIII and Fokker DRI Triplane. Believable computer controlled pilots with AI that learns and improves. **Requires: Pentium 90, 16mbRAM. \$90.00**

### GREAT BATTLES OF ALEXANDER

**Inter**  
I am eagerly awaiting this game! GMT's famous boardgame is now a computer game. Can you match the strategic brilliance of Alexander the Great? Can you conquer the known world? Conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and pharaohs to earn the most exalted title of all - Alexander the Great. You can also play Darius, Memnon, etc. Every unit is fully animated in movement and combat. Contains 10 stand alone battles and one campaign. Solo or multiplayer. **IBM Requires: Win 95, 486/107, 16mbRAM, SVGA, card, 2pCD-ROM, hard disk. Due July. \$50.00**

### HIGH SEAS TRADER

**IMP**  
Are you ready to take the helm of your own ship as a 17th century horizon slides into view? This completely new look in strategy gaming using a 3-D perspective (no more little ships on flat maps!) puts you right up on deck while you outmaneuver and create trade routes to riches. Features a variety of goods to trade and assign ships to carry. You command a crew of soldiers, sailors and pirates, who defend against pirates & enemy man of wars. You can buy & enhance ships from several different types. You engage enemy ships in realistic sea combat, & you can even board & pillage foolhardy pirate ships. Graphics are great, with the 3-D approach, you feel like you are actually there. **IBM Requires: 386+, 4mbRAM, VGA, CD-ROM, Microsoft Compatible Mouse. IBM - \$50.00**

### HISTORY OF THE WORLD

**AH**  
Avalon Hill's best selling boardgame of strategy and world conquest now available on computer. It took the Pharaohs a lifetime to build the pyramids. Entire dynasties rose and fell before the Great Wall of China was completed, yet these and other monumental tasks unfolded before your eyes against the panoramic background of the rise and fall of the world's greatest civilizations won by men in arms ranging from ancient Sumerian charioteers to the Kaiser's stormtroopers. But the road to empire runs through seven epochs - each barred by a host of calamities such as plague, civil war, barbarian incursions, earthquakes, floods, and droughts was announced in animated splendor to decide the fate of nations. 1 to 7 human or computer players. **IBM Requires: 486/33, 2pCD-ROM, 8mbRAM, SVGA. \$95.00**

### KINGMAKER

**AH**  
Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him the throne. Includes family trees, tactical battles to fight that decide the fate of a miniature game; a strategic map on which to maneuver your armies and gatter taxes, etc. **IBM requires: mouse, VGA, hard disk, 3.5" FDD, MS-DOS 5.0 or higher. IBM - \$90.00**

### LORDS OF THE REALM II

**Sierra**  
A stunning and breath taking game of medieval English warfare. The throne of England sits empty. As one of five nobles you manage crops, build weapons, construct a castle, and raise an army to conquer neighboring realms before they conquer you. Prepare to fight your way to the throne in the battle of your life. You determine your own share tasks such as planning crops, raising armies, building weapons, collecting taxes, trading with merchants. You can concentrate on commanding real-time battles and sieges. There are numerous realms, four computer rivals, and virtually endless variables making for unquelled depth of play and replayability. Up to four players can enter the savage battle for the throne. Your armies and castles can employ archers, halberdiers, knights, catapults, boiling cauldrons of oil, etc. Castles can be stone or wood, etc. **IBM Requires: 486/66, 8mbRAM, hard disk, CD-ROM, SVGA. \$80.00**

**Lords of the Realm II Siege Pack** Lead your armies into 50 new battle arenas which will test the mettle of the most seasoned warrior. New castles, battlemaps, and scenarios are ready to take Lords of the Realm II to the next level, making you one step closer to the English throne. You'll find more aggressive AI with new strategies, you can customize your army, create your own battlefields, etc. **IBM Requires as above. \$60.00**  
**Lords of the Realm II Official Strategy Guide \$30.00**

### MACHIAVELLI

**MIC**  
Machiavelli stunned the world with his brutal analysis of power politics in government and religion. Now you can use those same devious strategies to conquer your rivals in this addictive simulation of 14th Century political life. You'll trade goods with over 40 cities, you'll manipulate political and religious institutions through bribery, slander, and assassination. You'll find out how mercenary armies capable of crushing your enemy on medieval battlefields. Compete against computer opponents or up to 3 humans via modem. Winning is a matter of strength, shrewdness and clever deception. **IBM Requires: 386+, 4mbRAM, SVGA, CD-ROM, hard disk. Special - \$40.00**  
**Machiavelli Hint Book \$30.00**

### Monty Python & The Quest for the Holy Grail 7thLevel

You must be seventeen years or older to buy this game, as it contains gore and mature adult subject matter. Collect clues and solve puzzles as you join King Arthur and his band of knights on their quest for the Holy Grail. Apparently very funny, it also includes an exciting never before filmed scene from the original script. Full of Monty Python's twisted and warped humor. **IBM Requires: 486/33, 8mbRAM, CD-ROM, hard disk, SVGA, Windows 3.1+. \$90.00**

### RISK

**Hasbro**  
The all-time favorite board game has now become a computer game. Set in 1812 where you as a general such as Napoleon lead a giant force of battle hardened men as you begin your campaign by seizing territories, reinforcing battalions, and double crossing your allies and enemies. Features 2 CDs so that you can lead via network, more than 20 different battle scenarios; two game variants including the Classic and the Ultimate version with advanced options; up to 8 players, computer or human; five different maps, Classic, World, European, Asian, American; interactive battle scenes. **IBM Requires: Win 95, CD-ROM, 8mbRAM, 486/66, SVGA, hard disk. \$70.00**

### Robert E. Lee: Civil War General

**Sierra**  
Honorable in victory and gracious in defeat, Robert E. Lee, leader of the Confederate Army, commands universal respect. Now you can recreate Lee's war years in a campaign spanning six of his most critical battles. Fight any of the historical battles in either the North or South, or you can even lead via modem or serial link. Explore alternative history with a fictional battle for Washington, Crisp, exquisitely detailed graphics, rich period music, and even quality re-enactment videos to bring the Civil War to life. You'll find a game like you've never seen it. The game play is excellent, giving you a 3D view of the battlefield, which looks very much like a miniature's game. **IBM Requires: CD-ROM, Windows, 486/33, 8mbRAM, hard disk, SVGA. IBM - \$70.00**

### SPQR The Empire's Darkest Hour

**GT**  
Delivers a visual and intellectual gaming experience unlike anything before. A fascinating 3D adventure. SPQR challenges you to learn how the Roman Empire works, structurally, mechanically, economically, culturally, and politically. Given one year to investigate five equally suspicious aspects, you must solve the mystery of why the plottings to destroy Roman and how will they do it? Explore the streets and temples and secret labyrinths of the Roman Forum. Face mind-bending puzzles. The story has multiple endings, twists, cliffhangers. **IBM Requires: 486/66+, 8mbRAM, CD-ROM, SVGA, Win 3.1+. \$90.00**





## The Rise & Rule of Ancient Empires

**SIE**  
Seize power and glory as the leader of one of six ancient empires, each with a unique legacy of culture, scientific and military achievements. Egypt, Greece, Mesopotamia-Persia, Northern Europe, China or India. Explore your surroundings and expand your borders. Construct cities in the spectacularly rendered architectural style of each culture. Control your empire's military and economic production, and conquer neighboring cities. Multiplay via modem or network. Random world generator. With stunning graphics of the cities you build, palaces, temples, and exploration. **IBM Requires:** 486/33+, Win 3.1+, 5mbRAM, \$50.00 SVGA.

## The Road From Rome to Appomattox

**HPS**  
This game is reputed to be one of the best ever and most detailed wargames simulating the American Civil War. Its June 25, 1861... The first shots of the Civil War have been fired... Fort Sumter has fallen. Volunteers on both sides rush to the colors. Across the nation, the Union is torn. This game covers the entire Civil War from the opening guns of Bull Run to the final surrender of the army of Northern Virginia. Includes 125 historical leaders, all individually rated, brigades, corps and divisions of infantry, cavalry, artillery, weekly turns, the choice of resolving combat either using the provided detailed tactical combat system, a quick combat resolution, or the option to resolve the battle using miniatures; detailed supply and production, a full naval system, and a scenario editor. **IBM Requires:** 386, SVGA, 5mbRAM, 3.5 FDD. \$55.00

## THE SETTLERS II

**BLUE**  
An extremely cute and addictive little game. You lead a group of settlers in medieval times to a new land. You send off scouts to explore, and build settlements for your people. You must build many different types of buildings for the various jobs required, as well as producing a range of stores and consumables. Your tasks include mining, farming, logging, hunting, building, and so on. To protect your kingdom against enemies, trade with other islands and peoples, etc. Up to six computer opponents. **IBM Requires:** 486/66, 8mbRAM, hard disk, SVGA, CD-ROM. \$50.00

**THE SETTLERS II MISSION CD** New missions. The missions will require you to emulate your forefathers of the mighty Roman Empire. Build your own kingdom, lead your armies into battle and conquer the world. Use the new easy to use map editor to create your own worlds for the first time. \$40.00

## TITANIC Adventure Out of Time

**GTE**  
Intrigue and adventure await you onboard the Titanic, the most famous ocean liner in history. As a British secret agent on a vital mission, it's up to you to change the course of history as you explore the world's most luxurious ocean vessel in all of its original splendor. Navigate the amazing 3D reconstruction of this doomed ocean liner and rub elbows with high society from the turn of the century, all while gathering clues and solving challenging puzzles. Then, on the night of April 14, 1912, plunge into a race against time that will determine not only your own survival, but the destiny of nations. With an easy to navigate, fully explorable 3D environment, fluid 360 degree real-time movement, interactive characters that remember you, etc. **IBM Requires:** Win '95, 486/66, 8mbRAM, SVGA, CD-ROM, hard disk. \$50.00

## TWENTY WARGAME CLASSICS

**SSI,SSG,IMP**  
This is the bargain of the year. Twenty great wargames by SSI, SSG and Impressions all in one box! The retail value is around \$1,300! The games from Impressions are: D-Day The Battle of Normandy, The Conqueror, Japan, and Domination. When Two Worlds War. From SSG are Decisive Battles of the American Civil War Volumes 1, 2, & 3, Gold of the Americas, Reach for the Stars, Warlords and Battlefront. And from SSI are Battles of Napoleon, Courier Service, Western Front, Sword of Aragon (still one of the best medieval fantasy wargames), Pacific War, War in Russia, Wargame Construction Set II: Tanks, Clash of Steel, Conflict Middle East, Conflict Korea and Panzer General. **IBM Requires:** CDROM, 386+, 2mbRAM, hard disk with 50mb Free, VGA, mouse. \$60.00

## DEFINITIVE WARGAME COLLECTION 2

**SSI**  
This huge 40 CD set has everything a wargamer could want - a dozen hard to find historical and hypothetical wargame classics, from *Harpoon II* with *BattleSens* 2 & 3, *V for Victory* Utah Beach, *V for Victory* Market Garden, *Ghengis Khan II*, *Romance of Three Kingdoms*, *Operation Europe: Path to Victory*, *Steel Panthers*, *Panzer General*, *Wargame Construction Set II: Tanks*, *Clash of Steel*, *High Command* and *Command HQ*. **IBM Requires:** 486/33, CD-ROM, 8mbRAM, hard disk, SVGA. \$60.00

## VERSAILLES 1685

**Cryo**  
A game of intrigue at the court of Louis XIV. Louis XIV rules the Kingdom of France from a magnificent palace called Versailles. But something is not right. Someone wants to destroy Versailles and you must stop him. Explore every corner of the palace, find the clues and unlock the mysteries of the Court, as you strive to save the palace by sundown. From the fascinating men and women you will meet, to the rooms and artworks you will marvel at, this game will let you see, hear and interact with a world you thought was lost forever. Over 30 characters modeled from period portraits, secret rooms in the palace, 25 hours of gameplay. **IBM Requires:** 486/66, 8mbRAM, CD-ROM, hard disk, SVGA. \$70.00

## V FOR VICTORY Two-Pack

**Softkey**  
These are true conversions of a boardwargame onto a computer. **IBM Requires:** 386/25, 4mbRAM, CD-ROM, hard disk, SVGA. \$20.00

## WOODEN SHIPS & IRON MEN

**AH**  
This is so stunning it took my breath away. Ship to ship combat features beautiful SVGA wooden sailing ships (over 130 different ships from 1775-1815) sailing in formation with billowing sails, with zoom in and out, and for boarding actions and checking the condition of the ships is a stunning deck view showing cannons and crews in action. There are 18 historical ships to ship and fleet commands, a campaign game, and you can command your own sagacious fleet. You can play solitaire against the computer, hot-seated with a friend on the same computer, or via E-mail. **IBM Requires:** 486/66, 8mbRAM, SVGA, hard disk, CD-ROM. \$90.00

## ZEPPELIN

**Microprose**  
Another classic. Build your own airship empire. Take you through this Golden Age, from the early pioneer days to the final demise of the last great airships. Develop new technology, negotiate supply contracts, set up trade routes, etc. **IBM Requires:** CD-ROM, 4mbRAM, 486/25, VGA. Special - \$20.00

# World War II

## 1942 The Pacific Air War

**Microprose**  
A classic. A flight sim of the air war in the Pacific in 1942. Fly historically accurate aircraft under either the US or Japanese flags, each with authentic cockpit and flight characteristics. Fly over the Philippines Islands and the jungles of New Guinea. 300 single player missions, 200 head-to-head missions. **IBM Requires:** CD-ROM, 4mbRAM, 486/25, VGA. Special - \$30.00

## 1944 Across the Rhine

**Microprose**  
A classic. Featuring armored combat from D-Day to the end of the war in Europe. The M4 Sherman, the M18 Hellcat, the Tiger II, they are all here. You have complete operational control, from a single tank platoon to entire American or German battalions. Become part of a famous unit and follow it through actual WW2 combat scenarios. **IBM Requires:** CD-ROM, 4mbRAM, 486/25, VGA. Special - \$30.00

## ACES The Complete Collector's Edition

**SIE**  
Four of Sierra's most successful flight simulators, all in one package. Includes *Aces Over Europe* (WW2 dogfighting), *Aces Over the Pacific* (WW2 dogfighting), *Red Baron* (WW1 dogfighting), *A-10 Tank Killer* (modern ground attack), and *The Aviation Pioneer*, a historical tour of aviation history from 1903 - 1939. **IBM Requires:** Win 3.1+, CD-ROM, 486/25, 4mbRAM, hard disk, SVGA. \$60.00

## ALLIED GENERAL

**SSI**  
The sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play these campaign games as an American, British, Soviet, German or Japanese general. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realized invasion of Norway, Operation Juniper. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, tanks, armor, infantry, armor, forts, infantry, recon, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, and technology. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. **IBM Requires:** 486/66, 8mbRAM, SVGA, CD-ROM, Windows. IBM - \$50.00

## ARDENNES OFFENSIVE

**SSI/SSG**  
SSG and SSI have combined to bring us this new game. On December 16<sup>th</sup> 1944, the Wehrmacht launched a furious surprise attack against American forces in the Ardennes. As overcast skies grounded Allied air cover, 24 German divisions hammered at the American lines for 60 miles-wide front driving 45 miles deep into the American lines. With highly detailed SVGA graphics, extensive on screen help and information including a detailed order of battle, a full tactical scenario and an

equipment encyclopedia. Play any of eight scenarios or the complete campaign. features three levels of difficulty, network or modem head-to-head. **IBM Requires:** Pentium 90+, Windows '95, CD-ROM, 8mbRAM, hard disk. IBM - \$50.00



## ARDENNES OFFENSIVE

### BATTLEGROUND: BULGE

**TalonSoft**  
This looks absolutely fantastic, as it introduces a whole new visual approach to computer wargaming - "Battleview", a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, and 3D units of tanks, infantry and guns, each based on small movement status. With this game you relive the Battle of the Bulge. Each "hex" is 250 meters, you use a simple point and click interface, you can play against the computer or a human, there are heaps of historical scenarios, there is a full feature scenario editor, and extensive combat sound & video clips. **IBM Requires:** Windows 3.1 or '95, 386DX33+, SVGA, 2K CDROM, hard disk. \$90.00  
**Ardenne Deluxe: Bulge** Same as the above game, except with new scenarios. \$90.00

### CLOSE COMBAT

**Microsoft**  
Advanced Squad Leader for your computer! This is a grand tactical game of WW2 combat, with individual tanks, guns, and squads of men. You command soldiers who react realistically to the situation they're in. They are dynamically affected to their ability, strength, stamina and mental condition. Great graphics, animation, and sound effects make the battlefield come alive as you command either the Americans or Germans. With WW2 archival film footage and still photos, as you battle over a landscape, it will become pitted with shell craters, buildings will become wrecked, etc. Very detailed! For American and German forces it includes pistols, rifles, carbines, SMGs, machine guns, Panzerfausts, Panzerbrosch, Bazookas, hand grenades, several types of mortars and AT guns, infantry guns, and tanks include MSAI, Pz III L, 75mm Sherman, Pz VHI, 76.2mm Sherman, Panther, Tiger I, StuG III or StuH III, M10, M16, Jagdpanther, armored halftracks, jeeps, etc. There are several dozen types of terrain. Looks superb. **IBM Requires:** Pentium, CD-ROM, 8mbRAM, Windows 95, SVGA. \$80.00  
**Close Combat Hint Book** \$30.00

### COMMAND: ACES OF THE DEEP

**SIE**  
As a U-Boat commander, stalk the occupied quadrants of the North Atlantic within the cramped confines of the "gray wolf". Slice through icy-cold waters, quietly pursuing the enemy, waiting for the right moment to strike. Crash-duce to avoid retaliatory attacks by enemy escort ships and anti-submarine aircraft fire. Operate under silent running, eluding detection by underwater sound-pulse devices in a tense game of cat and mouse. With spectacular hi-res graphics, and a rapid fire deck gun used like arcade action! **IBM Requires:** Windows '95, CDROM, 486/66, 12mbRAM, SVGA, hard disk. \$40.00

### D-DAY AMERICA INVADES

**AH**  
By Avalon Hill and the staff who designed the 360 V for Victory series, in this wargame you test your skills as a WW2 general in a historically realistic game. There are seven scenarios going from the invasion of France in June 1944 to the collapse of Nazi Germany, including SS Counterattack, Saint-Lo, Utah Beach, and the Campaign Game of all scenarios together. With a large full color map, quick start instructions, and detailed rules and historical commentary. With limited intelligence and fog of war. For one or more players. **IBM Requires:** 386, 4mbRAM, SVGA, CD-ROM. IBM - \$90.00

### FLYING FORTRESS

**Sega**  
A re-released classic. In the Spring of 1942 the United States 8<sup>th</sup> Air Force landed in Britain. Its task to mount the air offensive in Germany occupied Europe, striking in the daylight, from high altitude, at precise, strategic targets. The heavy bomber chosen to perform this task was the B-17. Learn to fly this huge four engine bomber in squadron formation. Manage 25 missions. Manage eight gun positions. Drop bombs. **IBM Requires:** 386, 4mbRAM, VGA, CD. \$30.00

### GREAT NAVAL BATTLES The Final Fury

**SSI**  
A big boxed set containing all FOUR Great Naval Battles, a magnificent World War Two naval combat simulator. With stunning graphics you command single ships up to naval fleets and even an entire country's navy. GNB I features battles in the North Atlantic from 1939-43; GNB II features the war in the Pacific between the Japanese and the Allies and US from 1942-43 during the battles for Guadalcanal; GNB III features the whole war in the Pacific from 1941-44; and GNB IV, which features not only the Atlantic, but also the Mediterranean and Baltic seas. So we see featured all the main French ships, such as the Duquesne, and the Italian naval, and the Russian navy. **IBM Requires:** 386/66, 8mbRAM, hard disk, CD-ROM, SVGA. \$50.00

### OPERATION CRUSADER

**AH**  
Although this game is produced by Avalon Hill, it has been designed by the people who designed the V FOR VICTORY series, and such the quality is extremely high, with stunning graphics for color Macintosh. It is set in November 1941 on the Libyan Egyptian border, between Rommel's Afrika Corps and the British 8<sup>th</sup> Army. It has five scenarios and a campaign, and features a full color map of South Africa to play over, multi-national forces, armored overruns, four types of assaults and army missions, limited intelligence and fog of war. **IBM Requires:** 386/66, 8mbRAM, hard disk, CD-ROM, SVGA. \$90.00

### OUTLAW

**LucasArts**  
Doom goes Wild West! Ride back into the wild west as the gun-slinging Marshall James Anderson. You'll encounter a dusty town, an abandoned mine, a runaway train, and the onerous task of poking this side of the Mississippi as you unleash a twisted plot of greed and corruption. With weapons like your six-shooter, .45, your .44 rifle, your 10-gauge shotgun and 12-gauge sawnoff, you'll be packing plenty of fire power. With three game variations: Spaghetti Western Shooter, Bounty Hunter Action, & Multiplayer Shootouts. Challenges the wit as well as the trigger finger - shooting civilians may leave you swifter from a rope. **IBM Requires:** Win '95, Pentium 60+, 16mbRAM, 25pCD-ROM, SVGA. \$90.00

### OVER THE REICH

**Avalon Hill**  
You command an Allied or German squadron of 16 fighters over WW2 Germany, 1943-45, in this strategy and role playing game. Choose the aircraft, select the pilots and armaments, plot the missions and fight your way to final victory. How long can your squadron survive in the skies? You can fight single battles, plan and fly a mission, or serve a complete tour of duty. With 19 aircraft types, unique pilots, variety of missions. Can be played two player via e-mail, network, or on the same computer. **IBM Requires:** 486/66, 8mbRAM, CD-ROM, Windows 3.1+. Due Jan. \$90.00

### PACIFIC GENERAL

**SSI**  
The final edition in this series. Featuring Japanese and Allied campaigns, includes naval combat island-hopping land battles, night scenarios, a Battle Generator, etc. More details later. **IBM Requires:** Pentium 90+, 16mbRAM, 25pCD-ROM, SVGA. Win '95, 16mbSVGA, hard disk. Due Aug. \$50.00

### PANTHERS IN THE SHADOWS

**HPS**  
Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, angle of armor, etc. Also all the major tank such as APC, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. **IBM Requires:** VGA, hard disk, 3.5 FDD. \$55.00

**Panthers in the Shadows Map Builder Add-on Disk** \$15.00  
**Panthers in the Shadows Campaign Disk #1** \$15.00  
**Panthers in the Shadows Campaign Disk #2** \$15.00  
**Panthers in the Shadows Campaign Disk #3** \$15.00

## PANZER GENERAL

**SSI**  
As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and your inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. There are 35 unit types, including many types of tanks, guns, infantry, aircraft, etc. **IBM Requires:** CD-ROM, 4mb RAM, SVGA, hard disk, mouse, 386DX33+. MAC/Win/95/DOS - \$50.00. PlayStation - \$80.00  
**Panzer General Official Strategy Guide** 360 page book. \$40.00

## PANZER GENERAL II

**SSI**  
This game has all of our staff wishing it was July already. Features the most stunning SVGA graphics of tanks we've seen. They look like photos of GHQ or allows play over 4 linked campaigns. This totally new version of *Panzer General* C1/285<sup>th</sup> scale metal miniatures. This totally new version of *Panzer General* C1/285<sup>th</sup> scale metal miniatures. This totally new version of *Panzer General* C1/285<sup>th</sup> scale metal miniatures. This totally new version of *Panzer General* C1/285<sup>th</sup> scale metal miniatures. **IBM Requires:** Pentium 90+ 16mbRAM, 1mb SVGA, hard disk, CD-ROM. Due Aug. \$50.00

## SILENT HUNTER

**SSI**  
A feature packed WW2 submarine simulator. As commander of an American submarine in the South Pacific, your task is to sink as much enemy tonnage as possible. Choose from a variety of American submarines and prow the shipping lanes. Steal into enemy harbors, embark on Special Operations missions. Authentic WW2 film footage, cinematics and narration throughout. Play individual missions or immerse yourself in a first person view of ship and a eagle's eye view of tactical situation maps. **IBM Requires:** CD-ROM, 4mbRAM, hard disk, mouse, SVGA. \$50.00  
**Silent Hunter Hint Book** \$30.00  
**Patrol Disk** With two new patrol zones and fifteen new scenarios: Malaysia including Singapore; and Sulu Sea including the southwestern edge of the Philippine Islands and northern Borneo. **Requires as above.** \$40.00  
**Patrol Disk #2** A scenario editor which lets you access all US and enemy ships and shipping; there are two new patrol zones, Hong Kong and Vietnam; and fifteen new stand alone scenarios. \$40.00

## STALINGRAD

**AH**  
Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Rumanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. **IBM Requires:** 8mb RAM, 386+, VESA SVGA, hard disk, CD-ROM or 3.5" FDD. \$90.00

## STEEL PANTHERS

**SSI**  
The latest from Gary Grishy. Go tank to tank in this tactical squad level game, set in Europe and the Pacific from 1939-45. This game puts you in command of a single squad up to an entire battalion, as any Allied or Axis unit. In addition to tanks, you command infantry, cavalry, motorcycles, aircraft, artillery, amphibious landing craft, etc. You can play one of several set campaigns and carry your experience into the entire war in the Pacific or Europe. There are also ready to play historical scenarios, as well as a random scenario generator and powerful editor. Graphics are stunning SVGA, the sound track is great, and there are lots of WW2 photos and actual footage. **IBM Requires:** SVGA, CD-ROM, 386/486, mouse, hard disk. IBM - \$40.00  
**Steel Panthers Campaign Disk #1** \$40.00  
**Steel Panthers Campaign Disk #2** Lead elements of the Soviet 1<sup>st</sup> Guards to victory from Kursk to Poland and on to Berlin in 17 linked battles; Follow the career of a German general from Poland to Berlin in 1945 in 20 scenarios; command a Japanese army during the early years of WW2; and 40 scenarios! \$40.00

## STEEL PANTHERS II Modern Battles

**SSI**  
Here's the modern day version of one of the hottest wargames ever. Lead a single squad or an entire battalion through Europe, Asia and the Middle East from 1950 to 1990. Fight a progressive series of small battles with the same units, while reinforcements replace losses. Re-enact numerous conflicts in Korea, Vietnam and the Middle East. Several explosive "what-ifs" erupt in Korea, Canada, Europe and Russia. Includes Operation Desert Storm, and scenario generator and editor. And authentic combat video footage enhances this wargaming masterpiece. **IBM Requires:** 486/66, SVGA, CD-ROM, 8mbRAM, mouse, hard disk. \$50.00  
**Steel Panthers Official Strategy Guide** 108 pages. \$27.00  
**Steel Panthers II Campaign Disk** Command South Korean forces in this hypothetical invasion of South Korea by the North in 1998; an aggressive Germany threatens Europe and battles it out with Britain in Belgium; Germans and French slog it out in the Rhineland; and 30 additional scenarios. \$40.00

## THIRD REICH

**AH**  
Have you ever wondered how WWII would have developed if the Germans had captured Moscow, or invaded Britain? As the Allies, would you like to try to invade France before 1944? In this faithful adaptation of the boardgame you command the navy and the army. This is a strategic wargame, not a tactical one. WWII. The game includes all air, ground and sea forces of all the historical belligerents plus the forces of Spain and Turkey. Players are free to pursue many strategies - this is the perfect game for which to explore all the "what ifs" of the war in Europe. Can be played two player or against a strong computer. I.e. There are four scenarios, 1939-1942, 1944, and the entire war, 1939-46. **IBM Requires:** 486/66, 8mbRAM, SVGA, hard disk, CD-ROM. \$90.00

## TIGERS ON THE ROPE

**HPS**  
Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arm types, etc. Magnificent. **IBM Requires:** CD-ROM, 4mbRAM, 486/25, VGA, hard disk. \$85.00  
**Tigers on the Rope Map Builder Add-on Disk** \$15.00  
**Tigers on the Rope Campaign Disk #1** \$15.00

## WAR ZONE

**Slash**  
Contains five complete wargames. Fighter Wing which is a modern fighter jet combat simulator; Starship, where you pilot a starship off exploring uncharted regions of the galaxy; Harpoon Classic, where you command a modern navy; No Greater Glory, an SSI recreation of the American Civil War; and Pacific Islands, set in the near future where Russia and North Korea invade the Pacific Islands. **IBM Requires:** 386/66, CD-ROM, VGA 4mbRAM, hard disk. \$36.00

# Post War War

## 688(C) HUNTER KILLER SUB

**EA**  
Jane's Combat Simulations presents 688(C) Hunter/Killer, the most realistic submarine simulation ever developed for the PC. Master the sonar and weapons control systems, learn to develop real target solutions, and outwit your boat with the latest advanced weaponry. Over 12 detailed operating stations. Real-world terrain. Real-life situations. Features multi-player, full 3D technology, and you can manage all of the resources of your submarine, including crewmen training and weapons loadouts. **IBM Requires:** Win '95, Pentium 90, hard disk, 16mbRAM, 4pCD-ROM, SVGA. \$90.00

## DEADLINE

**Psychgnosis**  
Ever seen a major hostage taking incident on TV? Thought that you would have done things differently? Well, now's your chance. As commander of a crack anti-terrorist team it's up to you to bring about an end to a long standing siege. Research your approach, select and equip your troops and plan an attack route. Before issuing the attack orders, Success factors depend solely on your orders, so always remember - Fail to plan and you'll plan to fail! **IBM Requires:** CD-ROM, hard disk, SVGA, DOS or Windows, 486 33, 8mbRAM. \$70.00

## FAST ATTACK

**SIE**  
In high-tech submarine warfare, there are no problems, only solutions. Standing at the helm of a Class 688 nuclear powered attack submarine, you survey the best the United States has to offer. Rise in rank as you pursue 70 in-depth training and combat missions in five theatres around the world. Includes an















## ANVIL OF DAWN

You are summoned to embark on a noble journey across the world called Tempest. By battle, skill, magic and will, you must rescue humanity from an evil fate. Explore a massive, 3D landscape, while solving puzzles, overcoming traps, and enjoying the beauty and scope of outdoor scenes. **IBM Requires:** 486/33, 4MbRAM, VGA, hard disk. **IBM - \$80.00**  
Anvil of Dawn Strategy Guide Hint book for Anvil of Dawn. **\$25.00**

## ATLANTIS

A panoramic 360° first person view on both the horizontal and vertical axes. Travel in time and step into the world of Atlantis, a civilisation rich in wonder and sophistication. Reigning over an island of peace and plenty is Queen Rhea. Her reign is secure - or is it? Find the truth by entering the life of Seth, the young hero of this mystery that unfolds over five continents. With breathtaking scenery and graphics, 50 characters to talk to, a wide range of fantastic technologies to be understood and used. An advanced, sophisticated civilization marked by intrigue. **IBM Requires:** Win'95, CD-ROM, Pentium 90+, 16MbRAM, SVGA, IBM - \$90.00

## BETRAYAL IN ANTARA

Welcome to the Antaran Empire. This Empire was forged generations ago by a king who covertly gathered mages to his side and used Saravate on the provinces under his banner. However, over time the Imperial institutions have fallen prey to corruption and decay. In this fantasy role playing game, the player characters become embroiled in a devious plot of manipulation, political agendas, secret societies, racial hatred, magical discoveries, abduction and assassination. **IBM Requires:** 486/66, 8MbRAM, CD-ROM, Win'95, SVGA, Due Aug. **\$90.00**

## BETRAYAL AT KRONDOR

Dynaxis has combined with Raymond E. Fiast, the author of the Riftwar Saga (Magician), to create a revolutionary fantasy RPG experience, with a new storyline from Raymond E. Fiast. Features digitised actors and scenery, an innovative storytelling system that divides the game into 9 unique chapters, an amazing 100+ levels of game play, 224 million square feet of forested trails, snow covered mountain ranges, maze like sewers & bustling towns; battle armies of intelligent opponents in strategic turn based combat sequences. **IBM Requires:** 386+, CD-ROM, VGA, IBM/AMR, Windows. **\$40.00**  
Betrayal at Krondor Hint Book. **\$40.00**

## BLOOD

You won't find this game on my computer - it's a Doom-style game focusing on blood - blood everywhere. The dark god who betrayed you sends unlimited minions to stop your trail of revenge, and you spatter their blood everywhere while they spatter the blood of innocent cities everywhere else. The graphics are extremely good and really, really off. Also features bleeding walls, you can shoot everything on the screen, trees, walls, there are slanted walls, ceilings, floors, a map editor, secrets, gadgets to find, hideous weapons and armor. **IBM Requires:** Pentium 75, 16MbRAM, VGA, hard disk, 45pCD-ROM. **\$90.00**

## BLOOD BOWL

The popular miniature board game has been recreated very faithfully as an action packed computer game. With 8 authentic Blood Bowl teams with original fight songs, league, season, and exhibition battles - oops, games! Trading and free agents claiming options, instant reply and exclusive "Sky-Eye" Blimp can, single or two player competition, head to head modern play, and huns, orcs, dwarfs, and really ugly cheerleaders. Our staff who are into Blood Bowl went nuts on this game. **IBM Requires:** 486+, 4MbRAM, VGA, hard disk, CD-ROM. **\$60.00**

## CAMPAIGN CARTOGRAPHER

Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlements, coastlines, etc.). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually forgot about the map!) First you decide the deal of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc. is the first one you give to player characters when they start a new campaign. And being able to print maps from any zoom level is a great bonus too. **IBM Regs:** hard disk, 3.5" FDD, VGA mouse, 486+. **\$129.00**

**DUNGEON DESIGNER** An add-on for CC. It includes symbols and commands specific to designing small scale maps and designs. With a 150 page manual. **Requires as above.** **IBM - \$50.00**

**CITY DESIGNER** Add-on for CC. The ultimate tool for designing cities for RPGs. Includes over 150 new symbols, including ancient, modern and futuristic building types as well as street furniture and rubble. You can make anything from villages to cities. **Requires as above.** **\$67.00**

**CC-FONTS** A collection of 28 carefully crafted text and symbol fonts for CC that will enhance the style of your maps. Includes Gothic & Cursive fonts, Astrological, Modern Mapping and Meteorological symbols. **\$30.00**

**CC-PERSPECTIVES** Campaign Cartographer has gone 3D with a sensational new add-on that adds a whole new dimension to your role playing. Gives you a simple but stunning tool for drawing and printing simulated 3D designs. Map your own 3D landscape, create convincing buildings, make your game playing easier and more realistic with just a few mouse clicks. **\$75.00**

**CC-PRO** Adds a whole array of super-powered commands to make your drawings faster and easier than ever before. Using the new icon bar you can zoom anywhere in the drawing. Control windows, select layers, fill styles and line styles even in mid-command. **\$85.00**

## CAVE WARS

**AH** Cave Wars puts you into a subterranean fantasy world of vicious combat and empire building. Each player starts with one city deep below the surface of a hostile planet. Beginning with primitive weapons, a small knowledge of magic and a dwindling supply of metal, you must explore, expand, mine, and conquer to survive. Build better weapons, learn to forge stronger metals, improve your knowledge of magic, and there will be no end to what you can build, summon or unleash upon your enemies. With a computer driven 3D view like Warcraft, each game has 5 levels of caverns and tunnels, randomly generated, you can customize your armies, build catapults, cannons, right up to rocket launchers. With up to 4 human or computer opponents. Looks pretty good, actually. **IBM Requires:** 486/33, 8MbRAM, CD-ROM, SVGA, Microsoft compatible mouse. **\$99.00**

## DAGGERFALL: Elder Scrolls II

The second chapter in the highly acclaimed Elder Scrolls role playing series. An opportunity to adventure in total freedom within a world where your destiny is of your own making and consequence evolves from your decisions. Features the largest role playing world ever created for the computer. Adventure through thousands of cities, villages, dungeons, graveyards, ruins, castles, shrines and farms. Interact with thousands of characters, both in dialogue and action. Involve yourself in a complex world of constantly evolving political intrigue. Own property and shops, participate in the politics of guilds etc. Customize your character or even create a unique character class. Participate in numerous large-scale complex quests or venture out on your own. A multiple path story, with several different endings. **IBM Requires:** 486/66, 25pCD-ROM, VGA, 8MbRAM, hard disk, DOS 6.0+. **\$99.00**

## DEATH GAME

**LEG** Based on the novels by Margaret Weiss and Tracy Hickman. Long ago after centuries of war, the Sartan Race discovered the World Seal and ascended the Earth into separate magical realms, each sealed from the other by the powerful Death Game. Magic was corrupted, knowledge lost, and common humanity forgotten. The defeated Paryns, trapped in the nightmare prison realm of the Labyrinth, became twisted with hatred and plotted revenge. You undertake a new quest, to find the pieces of the World Seal, set your people free, and get revenge on the Sartans. **IBM Requires:** CD-ROM, 386+, 4MbRAM, mouse, VGA. **\$30.00**  
Death Game Hint Book. **\$20.00**

## DIABLO

This is a very popular game. You embark on a quest to destroy the lord of all evil - Diablo. Feel the terror of a world held in the grasp of the lord of all evil. Over 200 different monsters inhabit the ever changing world. Storm Diablo's halls as either warrior, sorcerer, or rogue, each with unique skills and abilities. March through endless lands with flowing lava, burning sulphur, medieval villages, etc. Up to four players can unite to destroy Diablo via internet, network, or two via head-to-head. The game offers unprecedented replayability, as everyone you play, Diablo creates a unique character class. Participate in numerous large-scale complex quests or venture out on your own. A multiple path story, with several different endings. **IBM Requires:** Pentium 60+, 8MbRAM, SVGA, hard disk, CD-ROM, soundcard, Win'95. **\$90.00**  
Diablo Official Strategy Guidebook. **\$30.00**

## DISC WORLD II

"This is the second Discworld game. What do you mean, you haven't finished the first one yet? Good grief, some people...look, give the prunes to the fishmonger."

get the dragon to breath on the mirror, throw the Black Monk to the crocodiles and shoot the dragon with the other dragon. Done that? Good. Now if everyone's caught up...This is the second Discworld game. Death has gone missing. A hero is needed to bring him back. But there's only Rincewind, incompetent wizard and highly trained coward. You must catch Rincewind running away. He's too fast. Unfortunately, he's all there is that stands between people and the horrible prospect of immortality. No one wants that, do they? This game is a little easier than the last, with lots of new locations and even prettier graphics and sounds. **IBM Requires:** 486/100+, 8MbRAM, CD-ROM, hard disk, SVGA. **\$90.00**

## DRAGONHEART

Seven evil dragons rule the world of Dragonheart, seven fire breathing razor clawed, knight devouring monsters. Seven beasts too savage for the movie. If you can cut your way through hordes of medieval knights hellbent on your destruction, if you can master the moves...if you can take the heat...then it's time to face your fiery nightmare. **IBM Requires:** 486/66, 8MbRAM, VGA. **\$50.00**

## DRAGON LORE II

A role playing adventure. The Hordes from the Land of Nightmares stand ready to attack. The Dragon Prince has dubbed you a Dragon Knight. But you have lost your dragon, and embark on a quest to find him. With over 80 hours of gameplay, dramatic first person view, 20 combat and 10 jousting sequences in real time, 60 characters, 50 game sets, etc. **IBM Requires:** 486/66, 8MbRAM, hard disk, CD-ROM, SVGA. **\$90.00**

## DRAGONSPHERE

A classic reprint. This is a role play adventure game. Adventure across a magical, medieval kingdom, which is suffering at the hands of the Sorcerer Sanwe and the terrible havoc wreaked on the land if he is not appeased. The Sorcerer was locked away 20 years ago, but he is breaking free at last, and you are the reigning king who must stop him. **IBM Requires:** CD-ROM, 4MbRAM, 486+. Special - **\$20.00**

## DUNGEON KEEPER

This is dungeons and dragons from the dragons perspective! You are the dragon and your dungeon is dark and foul and slimy, just the way you like it. You've got a fully stocked torture room, a prison for your helpless captives, and a workshop filled with big ugly clanking out cogs for your war machine. Look down using a 3D isometric view or swoop in and possess your minion for a first-person view. Set traps and alarms and be ready for those pesky adventurers and knights to come exploring your realm. Supports multi-player, or you can pit yourself against computer generated hordes. This is a game with a twist that took two years to develop. **IBM Requires:** Win'95 or Dos 6.22, Pentium 90+, 45pCD-ROM, 16MbRAM, SVGA. **\$90.00**



DUNGEON KEEPER

## DUNGEON MASTER II

Commanding your party of warriors, you'll enter the most intelligent and realistic role playing world ever created. Featuring an entirely new version of the interface that defined point and click and a gaming world that seems truly alive, DMII is the ultimate quest of magic, dungeons, and monsters. All the creatures and characters think for themselves and react to your actions. Amazing special effects, lightning, rain, torch lit dungeons walls, above and below ground exploration, wild villages, temples, forests. Real time combat, traps and puzzles. **IBM Requires:** 386+, 4MbRAM, hard disk, CD-ROM, VGA. **\$45.00**  
Dungeon Master II Official Adventurer's Hint Book. **\$40.00**

## EXHUMED

A Doom-style fantasy adventure game. An archeological expedition to unearth long forgotten treasures revealed a history more dark and depraved than anyone thought possible. An ancient evil force, not of this time, or this world, has remained buried since the Egyptians walked the Earth. Your weapons include a Magnum, M-60, Flamethrower, Grenades, Cobra Staff which shoots guided missiles - they hit you if there are no other targets! A speed loader for your pistol, magic cups to replenish your health, four types of keys to collect: Power, Earth, Time & War; various magical items to aid you, etc. You fight against spiders, rats, Anubis undead guardians, giant piranhas, undead mummies, and Guardians of Bast. **IBM Requires:** 486/33+, 8MbRAM, CD-ROM, Windows 3.1+, hard disk. **\$50.00**  
Playstation - **\$99.00**

## FABLE

A cartoon style graphic adventure fully animated, in a fantasy world where treason and treachery have damaged the world and people. As Quickthorp, an inexperienced adventurer, your quest is to explore the Four Lands of Meeburh in search of the mystical genius that will liberate your people. Keen observation, puzzle-solving skills and quick thinking are the abilities required to undertake long and unrepentant quest. Interact with a universe of characters which come exciting and unrepentant quest. Combined stunning animations and atmospheric sound effects will ensure that Fable will take you on the journey of a lifetime. Just remember that not everything is as it seems. **IBM Requires:** 25pCD-ROM, 486, 8MbRAM, SVGA, hard disk. **\$90.00**

## FANTASY GENERAL

This game looks magnificent. It is a fantasy wargame using the Panzer General vehicle, which is superb. You play one of four fantasy generals battling an evil warlord and his minions over four continents. There are over 120 types of fantasy units, ranging from heavy infantry such as legions, samurai, treemen, elementals, light infantry such as skeletons, auxilia, javelinmen, rangers, cavalry include lancers, centaur knights, unicorns, catapaults; sky hunters such as eagle and griffon riders, wyverns, dragons; bombardiers such as Balloons, dragon riders, Zeppelins; siege engines such as catapults, multi-barrel cannons, disease throwers; and has special characters. Troops gain experience as they win battles, and you control production and training and research. There are 5 ready made campaigns but you can DYO scenario too. Graphics are great and game play is very challenging. **IBM Requires:** 386/40+, 8MbRAM, VESA SVGA, CDROM, hard disk, mouse. **\$50.00**  
Fantasy General Hint Book. **\$40.00**

## HEROES OF MIGHT & MAGIC II

Lord Imrit is dead and the Kingdom is plunged into a vicious civil war by his feuding sons. At stake is the ultimate prize: control of the land and succession to the royal throne. Will you support the villainous usurper and lead the armies of evil, or be loyal to the righteous prince and deliver the people from tyranny. Features an unusually interactive campaign story line. With 40 campaign scenarios (twenty each for good and evil), tons of new skills, spells and artifacts, 65 heroes, 66 monster types; expanded interactive battlefields with enlarged combat maps. **IBM Requires:** 486/66, 8MbRAM, CD-ROM, SVGA. **\$80.00**  
The Price of Loyalty Expansion Pack Four new campaigns and a slew of critical enhancements. Discover new heroes and artifacts as you explore and conquer 24 new campaign maps and numerous stand alone scenarios. New cinematic scenes, new heroes, events and artifacts. **Requires as above.** **\$50.00**

## HERETIC Shadow of the Serpent Riders

The Heretic saga continues in this conclusion with this sequel. In a twisted medieval fantasy world, undead creatures and bestial horrors have done the unthinkable, callously slaughtering your entire race. Your friends, your family. Eliminated. But the nightmare has just begun. Wielding ungodly weapons such as the Firearm or Hellstaff and casting spells from the Tome of Power, you must seek vengeance. Or die trying. **IBM Requires:** 486/33, 4MbRAM, hard disk, VGA, CD-ROM. **\$60.00**

## HEXEN

This is Hexen for the Playstation. It is a Doom-style game set in a fantasy world filled with monsters, magic, and dungeons. **Playstation only.** **\$99.00** **IBM - \$30.00**

## KING'S QUEST COLLECTION

Featuring the following King's Quest games - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, King's Quest 8, King's Quest 9, King's Quest 10, King's Quest 11, King's Quest 12, King's Quest 13, King's Quest 14, King's Quest 15, King's Quest 16, King's Quest 17, King's Quest 18, King's Quest 19, King's Quest 20, King's Quest 21, King's Quest 22, King's Quest 23, King's Quest 24, King's Quest 25, King's Quest 26, King's Quest 27, King's Quest 28, King's Quest 29, King's Quest 30, King's Quest 31, King's Quest 32, King's Quest 33, King's Quest 34, King's Quest 35, King's Quest 36, King's Quest 37, King's Quest 38, King's Quest 39, King's Quest 40, King's Quest 41, King's Quest 42, King's Quest 43, King's Quest 44, King's Quest 45, King's Quest 46, King's Quest 47, King's Quest 48, King's Quest 49, King's Quest 50, King's Quest 51, King's Quest 52, King's Quest 53, King's Quest 54, King's Quest 55, King's Quest 56, King's Quest 57, King's Quest 58, King's Quest 59, King's Quest 60, King's Quest 61, King's Quest 62, King's Quest 63, King's Quest 64, King's Quest 65, King's Quest 66, King's Quest 67, King's Quest 68, King's Quest 69, King's Quest 70, King's Quest 71, King's Quest 72, King's Quest 73, King's Quest 74, King's Quest 75, King's Quest 76, King's Quest 77, King's Quest 78, King's Quest 79, King's Quest 80, King's Quest 81, King's Quest 82, King's Quest 83, King's Quest 84, King's Quest 85, King's Quest 86, King's Quest 87, King's Quest 88, King's Quest 89, King's Quest 90, King's Quest 91, King's Quest 92, King's Quest 93, King's Quest 94, King's Quest 95, King's Quest 96, King's Quest 97, King's Quest 98, King's Quest 99, King's Quest 100. **\$55.00**

## KING'S QUEST VII

Amazing animation and an incredible soundtrack surround this engrossing story, as you play two separate characters in six alternating chapters. Travel through a series of remarkable worlds, from a dark land belowground to a mysterious land in the clouds. Every turn yields both secrets and salvation, and every mystery solved brings you closer to the fiery confrontation that determines the fate of an entire kingdom. **IBM Requires:** 486, CD-ROM, 8MbRAM, hard disk. **IBM - \$50.00**  
King's Quest VII Hint Book. **\$40.00**

## LEGACY OF KAIN

You're the vampire Kain, damned to feast upon the blood of man. Steel yourself for an epic quest of vengeance that will drag you to the depths of depravity. **Playstation only.** **\$99.00**

## MAGIC THE GATHERING

The computer game of Magic the Gathering, being designed by Sid Meier and Richard Garfield. This is the world's favorite strategy card game comes to life on your computer. Cast spells and enchant creatures as you marshal your forces on a magical battlefield. Sorcerous advisors provide ready guidance in rich multimedia style. Refine your card selections and assemble the Killer Deck. Play the part of an eager young wizard, or a cunning old mage, as you vie for mastery of the game. Challenge the computer's AI to a match in the Duel at any time. SVGA hi-res graphics showcase nearly 400 pieces of fantasy art from the real cards. Features over 400 cards, including 20 powerful out-of-print cards like the Black Lotus and the 12 new Astral Set. **IBM Requires:** Windows 95, Pentium, SVGA, 8MbRAM, hard disk. **\$80.00**

## Magic the Gathering: BattleMage

There are two Magic the Gathering computer games. This one is not the one everyone is excited about. Without a master plan, you're dust, a devastating planeswalker war rages across the continent of Commander. BattleMage Ravide has gone insane from grief and betrayal. He seeks the destruction of all other planeswalkers and the conquest of the land. Command over 200 units inspired by the creatures, artifacts, and spells from 4<sup>th</sup> Ed Magic and Mirage. The Tome of Magic, recounting the history of the Magic universe including the exclusive epic "The Antiquities War." Features both solo campaigns and built-in multiplayer capabilities. **IBM Requires:** Win'95, Pentium 75+, 16MbRAM, CD-ROM, 2MbSVGA, hard disk. **\$50.00**

## MASTER OF MAGIC

This game could well be the game of the year. It is basically a fantasy version of (either or Orion, or a detailed, good fun fantasy empire building game. (Called 4-X by some - eXplore, eXpand, eXploit and eXterminate). The game also includes an alternate plane of a darker nature where six races and some new resource types reside. You travel between the planes via a spell or two wizard towers on the map. Developing cities is similar to Civilization, though the computer runs several of the more mundane aspects. The game features diplomacy, where you can form pacts, alliances, trade spells, threaten, cajole, etc. There are tons of technologies to develop and discover. The game has been heavily influenced by Magic the Gathering too. Up to eight units can stack together in a combat unit. **IBM requires:** 386+, 2mb RAM, CD-ROM, VGA, mouse, hard disk. **Special - \$30.00**  
Master of Magic Hint Book. **\$40.00**

## MEGASIXPAK

Six games in one box. Terra Nova where you take charge of a crack unit of Strike Force commandos in 3D science fiction missions; Fantasy General, Actua Soccer (this ain't fantasy!) Comanche, where you fly the RAH-66 helicopter (this ain't fantasy either); Chaos Overlords where you try to control a city; and Magic Carpet 2. **IBM Requires:** Pentium, CD-ROM, 8MbRAM, SVGA. **\$80.00**

## MIGHT & MAGIC TRILOGY

The perfect compilation for novice and expert players alike - three role playing epics in one. Prepare to be awed by the Might and Magic trilogy. The trilogy includes M&M III: Isles of Terror, M&M IV: Clouds of Xen, and M&M V: Darkside of Xen. **IBM Requires:** CD-ROM. **\$40.00**  
Might & Magic Compendium Hint Book. **\$40.00**

## MUMMY: Tomb of the Pharaoh

Something funny's going on at an ancient Egyptian tomb. As an agent for the National Mining Company, you are sent to investigate the miners' suspicions. After an initial investigation, you discover the tomb, the indwelling spirits, and their evil intruders. Now it's your mission to guard the Pharaoh's tombs, their secret treasures, and your life. Solve over 50 hair-raising puzzles and outsmart the relentless Stuart Davenport, played by Malcolm McDowell. 50 minutes of cinematic sequences. **IBM Requires:** Win 3.1+, 486/33, 8MbRAM, hard disk, SVGA, CD-ROM. **\$90.00**

## MYST (+ Strategy Guide)

Journey in this game to an island world surrealistically tinged with mystery. There are everyphant trap, scrap of paper, and sound may hold vital clues to your unraveling a chilling tale of intrigue and injustice that defies all boundaries of time and space. Only your wit and imagination will serve to take the course and unlock the ancient history of this past. Combine keen observation and logic to unlock the secrets of Myst. Walk through stunning 3D photo-realistic graphics. View incredible video and animation. Experience a first person point of view with no distracting controls or windows. You have to discover everything by yourself. **IBM requires:** 386/33+, Windows 3.1, 4mb RAM, SVGA, CD-ROM. **IBM - \$90.00**  
Myst Hint Book. **\$40.00**

## NEMESIS

A new world of Wizardry. The horror that destroyed an entire civilization has returned. It has only one target: you. The age-old Netherite talismans are yours only hope. Yet their talismans also contain a ferocious energy, the ultimate power of destruction, quite possibly yours. 5 CDs present stunning graphics as you explore forests, castles, hidden ruins. Unravel mysteries and traps. **IBM Requires:** 486/66, 8MbRAM, CD-ROM, SVGA. **\$90.00**

## NORTROPOLIS

For ages 17 and over only. Contains adult themes, nudity, & violence. A game of vampires and a tale of terror, this is set in the City of Darkness, where your hero stands alone against the tide of evil. You are Darkseid, and your enemies are a vampire Succubus, Tophat the Magician, Master Macabre, and demonic allies. A beautifully rendered, adult graphic adventure about the grisly things that lurk in the shadows. **IBM Requires:** 386/33+, CD-ROM, Microsoft Mouse, SVGA, and soundblaster or similar. **\$25.00**  
Nortropolis Clue Book **\$25.00**

## Prima's RPG Game Collection Hint Book

This is a fully independent publication that talks about Anvil of Dawn, Betrayal at Krondor, Dark Sun, Diablo, Elder Scrolls, Fantasy General, King's Quest, Star Wars, Stonekeep, Ultimate VII, Wizard Gold, and others. **\$30.00**  
Daggerfall Unauthorised Strategy Guidebook. **\$30.00**



## QUEST FOR GLORY

Includes all four *Quest For Glory* fantasy adventure computer games in one box. In the first QFG, you massacre monsters, battle brigands, and rescue royalty. In QFG2, far away across a blazing desert, you fight a sinister magician for the fate of two cities, combating poisonous evil with might and magic; in QFG3 disaster looms through compelling scenes of wonder, danger, and excitement to your ultimate battle with unspeakable evil; in QFG4, free the mythical kingdom of Andor from a malevolent magic power of the Dark One. Triumph over werewolves, vampires and grotesque monsters, or lose your soul in defeat. **IBM Requires:** 386/25, 4mbRAM, CD-ROM, VGA, hard disk, mouse. **\$50.00**

## REALMS OF THE HAUNTING

A Doom style action adventure game where you play the role of Adam Randall, who comes to a secluded Cornish village to investigate the untimely death of his father. You come up against more than 20 types of demons, twelve different weapons, and two hours of absorbing video footage containing clues and objectives and you live the fight of light against dark. **IBM Requires:** 486/66, 8mbRAM, hard disk, Win'95, CD-ROM drive. **\$85.00**

## REDGUARD Elder Scrolls Adventures

You play Cyrus, a Redguard mercenary who returns to the province of Stros in search of his lost sister. You'll encounter pirates and all sorts of colorful people and creatures. Your adventures have you escaping from death, traps, jumping across chasms, discovering Dwarven ruins, and tons of sword fighting. The advanced camera system allows for real-time 3D cinematic breaks in the gameplay. Featuring a lavishly detailed world. **Intel Pentium Processor, 16mb RAM, CD-ROM, hard disk, VGA, 4spCD-ROM.** Due November. **\$90.00**

## SHADOAN

From the creator of *Dragon's Lair*. A land of wizards, myths and magical wonders awaits you. Ahead is a hero's quest where you'll encounter hungry trolls and aggressive Norsemen. Search the land for secret relics that you'll need to defeat an evil wizard and restore the Five Kingdoms to their original splendor. With 70 minutes of exciting interactive animation and dialogue, over 60 medieval locations to explore, lots of fun puzzles to solve. **IBM Requires:** 486/66, 8mbRAM, SVGA, hard disk, CD-ROM. **\$80.00**

## SHADOWS OVER RIVA

Return to the world of Arkana in one of the most anticipated fantasy games of the year. Something sinister is happening in the seaside town of Riva. Brave and honored warriors refuse to fight the horde of Orcs attacking the city. An evil force preys on their very minds and souls. Can your small band of heroes defeat it in time. An entirely original story. Features full 360° exploration of terrain, more than 50 animated monsters to fight, more than 350 weapons, magic items and spells to fight them with; a detailed artwork, you can create your own characters, etc. **IBM Requires:** 486/33+, 8mbRAM, 2spCD-ROM, SVGA, hard disk. **\$90.00**

## SHIVERS II Harvest of Souls

Look fear in the eye with this game that allows smooth 360 degree scanning of panoramic views. Unmask the evil of an ancient curse. You find a note, and it says, "and another quest, I'm convinced that someone or something is after me. I'll see a movement in the shadows, or feel a breath on my neck. But then it's gone. Whatever it is, it's lurking near - waiting for me...I've uncovered another piece to this mystery, but an reluctant to write it here. Since you're reading this, you've ignored my warnings to leave - but I beg you - get out of Cyclone now! Must go, someone's coming." Features surprisingly different endings, and puzzles that change for each game. Deliver the ultimate in replayability. With an original soundtrack of music and rock videos, and directionally specific sound, all integral to the mystery and its solution. **IBM Requires:** Win 3.1+, 486/66, 12mbRAM, hard disk, 2spCD-ROM, SVGA. **\$90.00**

## SPIDERMAN The Sinister Six

Marvel Comics Spiderman: The Sinister Six is the ultimate action adventure, featuring everyone's favorite wall-crawler. Face down your arch-enemies, Dr. Octopus, Hobgoblin, Shocker, Chameleon, Mysterio, and Vulture. With comic style graphics. You must solve puzzles, blast through deadly combat sequences, and fight to save New York. You are both Spiderman and Peter Parker. With 10 different story lines and outcomes based on how you play. **IBM Requires:** 486/66, 8mbRAM, hard disk, SVGA, CD-ROM. **\$40.00**

## STONEKEEP

Step into the mystery of Stonekeep and begin a quest through dark corridors, treacherous sewers, and subterranean realms of mystery, magic and terror. You'll discover a world where darkness reigns and where you become part of a detailed storyline that unfolds to your commands. Defeat Evil, reclaim your immortal soul, and experience the adventure. **IBM:** 486/33, CD-ROM, 8mbRAM, VGA, hard disk. **\$40.00**

## THE BEAST WITHIN

Play as both Gabriel and Grace as they are dispatched to Munich to solve a series of mutilation murders thought to be the work of werewolves. Gabriel confronts his own demons while Grace traces an historical mystery, that of the strange demise of Mad King Ludwig II. The hunters become the hunted. **IBM:** CD-ROM, 486, 8mbRAM, SVGA. **\$90.00**

## THE CRYSTAL SKULL

A mythic Aztec adventure. A mysterious relic. A perilous quest. An unlikely hero. The place is ancient Mexico and the fate of the Aztec empire rests with you. Your quest is to find a magical crystal skull which holds the key to the future of the empire. But beware, the journey is long and treacherous and unknown dangers lie in wait. Survive the threat of mythic monsters, evil spirits and deadly traps and you may live to discover the secret of the crystal skull. With 3 CDs including 50 characters, live action scenes, interactive puzzles, etc. **IBM Requires:** Win 3.1+, 486/66, 8mbRAM, SVGA, hard disk, CD-ROM. **\$90.00**

## THE TROPHY CASE

Three games in one, all by Sirtech. The first is *Jagged Alliance #1*, where you lead a team of tough mercenaries on a variety of missions, each character having a unique personality and often a bad attitude; the second is *Druid*, Daemons of the Mind, a sprawling fantasy epic role play adventure; and *Realms of Arkana*, Star Trail, another epic fantasy adventure. **IBM Requires:** 486/33, 4mbRAM, CD-ROM, SVGA, hard disk. **\$70.00**

## THUNDERSCAPE

SSI's all new world of Aden, a big, brawny and boisterous realm. Driven by mechanization, the crude but effective marriage of steam-age technology and powerful sorcery, Aden is a huge world of unbridled imagination and limitless possibilities. The game is set in the time of the Darkfall. Of mysterious origins, this black blight stains the land with its spawn - mindless horrors known simply as nocturnals. Great warriors ride across hazy lands to battle these vile hordes. Twenty different levels including dungeons, fortresses, mines, mountain passages, caves, sewers, a Dwarven city, and the Radiant Castle. Twenty four different monsters, deadly traps, & puzzles to solve. **IBM Requires:** CD-ROM, 8mbRAM, hard disk, VGA, mouse. **IBM - \$40.00**

## ENTOMORPH

A complete stand alone game, but the 2nd in the *Thunderscape* world. A malevolent spirit is staining the land with its horrible offspring. You can't get off in the city of Kyan, and feel that you have caught this plague that turns every living thing into an insect. You have to find the cause of the plague and solve it before you completely morph into a bug. A single player RPG. **IBM Requires:** Windows, CD-ROM, 8mbRAM, SVGA, mouse, hard disk. **IBM - \$40.00**

## TOMB RAIDER

Adventure Lara Croft has been hired to recover the pieces of an ancient artifact known as the Sarcophagus. With her fearless acrobatic style, she runs, jumps, swims and climbs her way toward the truth of its origins and powers - leaving only a trail of empty tombs and gun-trailers in her wake. On this trail are the most breath-taking 3D worlds yet seen - where exploration, puzzle and platform elements blend in a seamless real-time environment. With 5,000 frames for Lara, 16 massive levels on four continents, 3D perspective. **IBM Requires:** Pentium 60+, 8mbRAM, SVGA, hard disk. **\$80.00**

## ULTIMA VIII: Pagan

Time and again you have proven yourself a powerful threat to the Guardians plans. Now you are imprisoned on a distant world where the forces of the Guardian hold absolute command. The rules are different here. Your allies or even a familiar friend of reference, you must learn to defeat the ruling Elemental Titans on their own terms in your quest to bring the battle to the Guardian. Includes intense magic & fantasy, a closer blend of fantasy and reality, you can interact with the natives. Incredibly smooth and lifelike animation, 400 frames of art per character, and 1200 for the Avatars. The game uses a new more natural perspective and has a brilliant sound track and sound effects. **Requires:** IBM with CD-ROM with Speech Pack **IBM - \$25.00**

**Ultima VIII: Ultimate Strategy Guide** Your survival guide book. **\$40.00**  
**Ultima Underworld I and II:** This is two old classics re-released together for an unbelievable price. **Requires:** 386+, CD-ROM, 2mbRAM. **\$30.00**

## WARCRAFT II Tides of Darkness

Return to the world of Warcraft, where the battle between the evil orcs and noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues. Supports 2-8 players via network, one player against the computer, or two players via modem or multi-modem, has a map builder, command new weapons of war including dragons, submarines, air-battleships, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. **IBM Requires:** SVGA, 486/33+, CD-ROM, 8mbRAM. **IBM - \$90.00**

**Warcraft II Official Secrets & Solutions** Official hint book. **\$30.00**  
**Warcraft II Expansion Set** The humans must venture beyond the Dark Portal into the dark, uncharted lands of the uncharted Horde. 24 new scenarios set within two new story lines (orcs or humans), over 50 custom maps, new legendary heroes, new 3-D cinematic sequences. You must have the full version of the game to use. **IBM Requires:** as above. **\$50.00**

**MORE WAR** Over 100 new levels for Warcraft II, making a total of over 400 hours of gameplay with orcs versus humans. **IBM Requires:** as above. **\$45.00**

**WIZONE** Over 50 complete new, custom designed battlegrounds for Warcraft II. Featuring combat on land, sea and air. **IBM Requires:** as above. **\$45.00**

**WARCRAFT BATTLE CHIEF** A massive boxed set that includes Warcraft I, Warcraft II plus Warcraft II Expansion Set. **\$125.00**

**WIZONE II Retribution** Over 50 new authorised battlegrounds. **\$50.00**

## WARCRAFT Lord of the Clans

The pivotal next chapter in the epic Warcraft saga. Players return to the land of Azeroth as Thrall, a young yunle orc robbed of his heritage after being raised in servitude by humans. Denied the rights of his race, Thrall must escape the humans' shackles and return the orcs to dominance. More than 60 stunning locations within seven Azeroth regions. Over 70 animated characters including many familiar faces. **IBM Requires:** Pentium 90, SVGA, 2spCD-ROM, hard disk, Win'95 or Dos 6.22, 16mbRAM. Due Sept. **\$50.00**

## WARLORDS II DELUXE

Including brilliant SVGA graphics, superb sound, and 60 created worlds to fight over, as well as infinite random worlds, plus the scenario builder (as listed below) to let you create your own worlds. Up to eight players can battle for world supremacy in the unrestricted warfare of networkplay, or you can play via modem or e-mail. Scenarios include complete detailed castles to fight in, ancient, Napoleonic, etc. **IBM Requires:** CD-ROM, 4mbRAM, 386+, VESA SVGA. **IBM - \$70.00**

## WARLORDS III

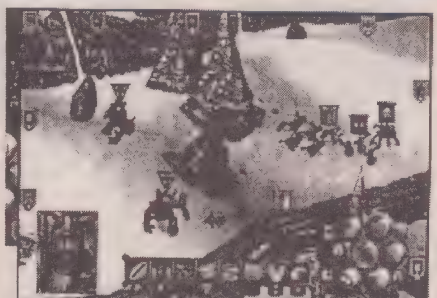
An eight player fantasy strategy game. Players start with a single city and must explore and conquer their surroundings while building their economic base in preparation for the intense conflicts to follow. Each race has its own army, and there will be different types of heroes with an expanded number of skills. Heroes can use new spells and items. Includes video history. More later. **IBM Requires:** 486/100, 8mbRAM, SVGA, hard disk, CD-ROM. Due Aug. **\$80.00**

## WARHAMMER Shadow of the Horned Rat

Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the mercenary army the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds; there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; & there is a complete campaign. Being a Windows 95 only game, you can also resize any of the screens, and therefore have the battlescreen fill the whole screen. All the troops statistics are straight from the Warhammer Fantasy miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gyrocopter Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Diver Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Regiments gain experience if they actually score kills in a battle and then survive. Races included are the Empire, Elves, Dwarfs, Skaven, Orcs, Goblins, & Monsters. Battle Magic included as is the usual Warhammer Psychology rules, etc. Looks great! **IBM Requires:** Windows 3.1, 486/66, 8mbRAM, SVGA. IBM - \$50.00 PlayStation - \$80.00 Sega Saturn - \$80.00

## WARHAMMER FANTASY - DARK OMEN

SSI in Games Workshop's Warhammer Fantasy universe. In the great forests of the Empire, Morgan Bernhardt leads the mercenary army against the scourge of greenskin raiders. Elsewhere the mighty Dread King stirs. Battles take place in a full screen real-time 3D environment, with complete freedom to move, rotate and zoom. Command regiments of cavalry, infantry, and archers as well as wizards, war machines and colossal monsters. Sophisticated computer AI controls enemy armies or you can play against another human, hot seat or via serial or modem. **IBM Requires:** Pentium 90, Win'95, 16mbRAM, hard disk, 4spCD-ROM, SVGA, 1mbVideo card. Due Sept. **\$50.00**



WARHAMMER FANTASY - DARK OMEN

## WAR WIND

SSI The threat, alien world of Yavau teeters on the brink of anarchy as the winds of change threaten to blow civilization asunder. For centuries, four diverse races tolerated a precarious balance of power. But the time has come for change. A new order has formed, and war rages out of control. You play one of the four unique races, and view the epic struggle through their eyes. Each race has its own strengths, weaknesses and distinctive AI. A real-time strategy masterpiece like *Warcraft*, with 28 scenarios. A powerful scenario editor lets you make infinite new scenarios. Can be head to head or multiplayer, has advanced combat options, etc. **IBM Requires:** Pentium 60, Win'95, 16mbRAM, hard disk, SVGA. **\$50.00**

## War Wind Official Strategy Guide

\$27.00

## WITCHAVEN II Blood Vengeance

The great witch, Circe-Agroh, has kidnapped all your people to avenge the death of her sister. You have only yourself and your foolish meddling to blame. But you can duck, jump and fly. There are arches, sloping floors, cathedral ceilings, dense forests, and murky crypts. New spells and weapons, new enemy. Stunning graphics, great sound effects and musical score. Features a new level editor, so that you can have endless gameplay! **IBM Requires:** 486/66, 8mbRAM, VGA, hard disk, CD-ROM. **\$90.00**

## WIZARDRY GOLD

A true roleplaying game on computer, where you roleplay DW Bradley's award winning and acclaimed classic epic, *Crusaders of the Dark Savant*. You lead a group of six characters, chosen from amongst fantasy races and professions, on the world of Lost Guardia, where they will meet several or all of the creatures who inhabit the land, as you search for the location of the Astral Dominie. Features automapping and interactive hint guide, and a deep story line. **IBM Requires:** Win 3.1+, 486/33, 8mbRAM, SVGA, CD-ROM, hard disk. **\$80.00**

# Advanced Dungeons & Dragons

## AD&D BALDUR'S GATE

Set in the Forgotten Realms, *Baldur's Gate* threatens to overthrow the Sword Coast. The state of Ann is under siege to the south, the High Moor is being overrun in the north, and the region around Baldur's Gate is in turmoil. And someone or something is sabotaging all the iron in the region - it all cracks from just normal wear and tear. So everyone's weapons are breaking and are useless. Is some ancient evil about to take advantage of this situation? **IBM Requires:** Pentium 75, Win'95, 4spCD-ROM, hard disk, 8mb RAM, 2mbVideoRAM, SVGA. Due December. **\$90.00**

## AD&D BIRTHRIGHT: The Gorgon's Alliance

SSI Role playing in the AD&D Birthright. With role playing, battle-strategy and real time combat. Bright 3D graphics bring the magical land of Anuire to life. 34 interactive characters and multiple variations make for amazing depth of play. You encounter treasures, resources, allies, and foes, including the Spider King, the Gorgon. Players can choose to play a thoughtful, turn-based game or a fast paced, real-time game. **IBM Requires:** 486/66, CD-ROM, Win'95, 8mbRAM. Due Aug. **\$90.00**

## AD&D BIRTHRIGHT - PlayStation

Due Aug. \$90.00

## AD&D BLOOD & MAGIC

Interplay Prepare to enter five sweeping tales of enchantment and conquest set in the most popular fantasy world of all time... the Forgotten Realms. With a semi-topdown 3D view, you visit five unique realms with a total of 30 missions, each with its own unique landscape and exotic magical items to manipulate. Fantastic weapons, treasures, magical potions, violent spells, 30 AD&D Forgotten Realms creatures to fight with and against, a simple point-and-click interface. Armed with ancient magic, the heroes rally forth to battle goblin hordes, dark wizards, and... **IBM Requires:** 486/66, 8mbRAM, CD-ROM. **\$95.00**

## AD&D Blood & Magic Official Strategy Guide

\$30.00

## AD&D COLLECTORS EDITION

SSI SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a great price. The nine games included with this package are: *Forgotten Realms Pool of Radiance*, *Curse of the Azure Bonds*, *Secret of the Silver Blades* and *Pools of Darkness*; *Dragonslance*, *Champions of Krynn*, *Death Knights of Krynn*, and *The Dark Queen of Krynn*; and *(Savage Frontier) Gateway to the Savage Frontier*, and *Treasures of the Savage Frontier*. You can transfer characters from one game to the next within each epic. **IBM Requires:** 2mbRAM, CD-ROM, EGA/VGA, hard disk. **IBM - \$60.00**

## AD&D DEATH KEEP

SSI AD&D Dungeon delving the way you like it - fast, furious and fun. An evil necromancer has captured his key priest and is wreaking havoc upon the surrounding lands. Prepare to fight your way through more than 25 eerie dungeons, each with 8 levels to explore. Including icy caverns, 3 ominous towers, and a fantastic final dungeon. Over 30 types of monsters. You can jump, fly, and even fall. **IBM Requires:** 486/66, 8mbRAM, hard disk, CD-ROM, SVGA, hard disk. **\$50.00**

## AD&D DESCENT TO UNDERMOUNTAIN

SSI The stone belly of Undermountain below Waterdeep plays home to horrific monsters, dark magic, and unspeakable evils. Experience these terrors in the first AD&D action RPG to offer multi-character development. In this spell-ridden maze of dungeons and rips in the very fabric of reality lies the ultimate threat... the Flame Sword of the Dark Queen. With 20 dungeons, 3D polygon monsters, uses the Descent game engine, 7800 frames of animation, includes a Dwarf Temple, Egyptian level, Crypt, etc. reflecting mirrors, stained glass you can sort of see through, 6 races of characters to choose from, etc. **IBM Requires:** Pentium 90, 16mbRAM, hard disk, 4spCD-ROM, SVGA, Win'95. Due Aug. **\$90.00**

## AD&D DRAGON DICE

Interplay Oh dear - Dragon Dice as a computer game? In this game there is an epic struggle between Nature and Death where you assemble powerful dice armies, build vast empires and devise strategic planning for world domination. Build, command and customize countless dice armies from four unique animated races of creatures. Includes a real Dragon Dice with a value of \$45.00. The package also includes a flying tomorrow at breakfast time, too. **IBM Requires:** 486/100, 8mbRAM, CD-ROM, Win'95, hard disk, SVGA. **\$75.00**

## AD&D EYE OF THE BEHOLDER TRILOGY

SSI The 3 popular point and click first-person Eye of the Beholder games are all available in this one special package! In EOB1 you experience the AD&D world like never before. In EOB2 the bigger adventure includes a forest, temple, catacombs and three huge towers; in EOB3 you are transported to the ruined city of Myth Drannor. **IBM:** CD-ROM. **\$60.00**

## AD&D FORGOTTEN REALMS ARCHIVES

SSI A compilation of 12 Forgotten Realms computer games. These are: *Pool of Radiance*, *Hillstar*, *Curse of the Azure Bonds*, *Secret of the Silver Blades*, *Pools of Darkness*, *Eye of the Beholder 1*, *2 & 3*, *Dungeon Hack*, *Gateway to the Savage Frontier*, *Treasures of the Savage Frontier*, & *Menzoberranzan*. **IBM Requires:** 386/40+, 4mbRAM, VGA, hard disk, CD-ROM. **\$90.00**

## AD&D MASTERPIECE COLLECTION Bonus

SSI Six AD&D titles in one box. *Dark Sun Shattered Lands*, *Dark Sun Wage of the Ravager*, *Ravenloft Strahd's Possession*, *Ravenloft Stone Prophet*, *Forgotten Realms Menzoberranzan* and *Al-Qadim Genie's Curse*. The bonus is that all the hint books for these games are included free on the CD-ROMs. **Requires:** 386/40+, 4mbRAM, VGA, hard disk, CD-ROM. **\$60.00**

## AD&D ULTIMATE FANTASY

SSI Five AD&D titles in one box. They are *Dark Sun: Shattered Lands*, *Fantasy Empires*, *Dungeon Hack*, *Stronghold*, and *Unlimited Adventures*. **IBM Requires:** 386+, CD-ROM, 2mbRAM, hard disk. **\$50.00**

# Miscellaneous

## AFL FINALS FEVER

BTM Be a coach, pick your own team. Try to win the Premiership Flag...experience the thrill of Australia's greatest game. Learn about every current AFL player. Get speed and accuracy profiles on each of the 576 AFL players. Choose and position players based on strategy. All the stats and video player. Play with a complete Premiership season and watch the ladder. You can also control individual players during the game. **IBM Requires:** 486/66, 8mbRAM, hard disk, SVGA, CD-ROM. **\$65.00**

## ALL-NIGHTER: Anthology 2

Various Includes six great titles and six box sets. The six games are: *BlackThorne*, the ultimate showdown between a dark and evil *CastleChrono*, *StarCity*, *Civilization II Siege and Conquest*, the game of castle warfare; *Cyberia* and *Frankenstein the Monster* where you play the monster! **IBM Requires:** 486/66, 8mbRAM, SVGA, CD, Due July. **\$60.00**

## AWARD WINNERS NO.1

Various Includes *Star Trek Next Generation A Final Unity* which is a adventure for the crew of the *Enterprise*, *Pro-Pinball*, a few new pinball tables to play on; **\$50.00**



**Screamer**, a game of hectic car racing; and **Actua Soccer**. IBM Requires: 486/66+, 2spCD-ROM, SVGA, 8mbRAM, hard disk. \$75.00

**BUBBLE BOBBLE** **Acclaim**  
Bubble Bobble and Rainbow Islands, two irresistible arcade classics are back. Crush, burst, blast and blow bubbles, solve mazes and defeat the enemies across 125 levels of mindboggling, rainbow-rowking gameplay. IBM Requires: 486/33, 8mbRAM, hard disk, CD-ROM, VGA. \$80.00

**CALLAHAN'S CROSS-TIME SALOON** **Legend**  
In the style of Hitchhiker's Guide to the Galaxy, The gods have decided that it's closing time for our universe, so the regulars at Callahan's Cross-time Saloon can either drink up and go home, or do something about it. But Callahan's is no ordinary neighborhood bar. Think of it as a cross between Cheers and the Star Wars cantina. It's a place where every being knows your name, even if you're from another time or universe. Time travelers, aliens, vampires, orphans, cyborgs, and even a talking dog. With six adventures. IBM Requires: 486/66, 8mbRAM, 2spCD-ROM, mouse, soundcard, VGA, hard disk. \$80.00

**CAPITALISM** **Interactive Magic**  
The real strategy game of money, power and wealth. Business is war! Great corporate struggles can be compared to great battles in history. Now you can demonstrate your own battle leadership in this real-time strategy game of intrigue, competition, success and failure in everyday business wars. You can be either manufacturing, retail, real estate or MegaCorp. You select your products and prices, etc. but watch your competition! Watch out for those hostile take overs too! IBM Requires: 386/33, 4mbRAM, CD-ROM, hard disk. \$50.00

**CD-ROM Interactive Collection Volume 3** **Various**  
Includes 17 great titles and over 20 current demos. Includes Duke Nukem 3D shareware version, B17 Flying Fortress, Gunship 2000, Pirates Gold, Lili Divil, Ultimate Backgammon, etc. plus music CDs including Sting, Eric Clapton, Tina Turner, and other things such as a computerized desk manager, etc. IBM Requires: 486/66, CD-ROM, SVGA, hard disk, CD-ROM. \$90.00

**CLUEDO** **Hasbro**  
They've brought up Monopoly, so here's Cluedo! The classic game is now a computer game, with full motion video or live actors. This is the mystery murder who-done-it game. You interview the suspects and question their alibis and check their evidence. Search the rooms looking for clues. Features 12 different murder mysteries, a detective notebook, for 1 - 6 players. IBM Requires: 486/66, 8mbRAM, Win 3.1+. \$70.00

**EA SPORTS: CRICKET '97** **EA**  
The ultimate cricket game. A true 3D stadium and state of the art motion capture technology have been used to create the most realistic cricket game ever. Features Richie Benaud, new innovative camera angles, ability to create your own team from the ground up, one day games or test matches over the modern, improved player interface, and lots of batting and bowling styles and techniques. IBM Requires: 386/66+, 8mbRAM, CD-ROM, VGA or SVGA, hard disk. \$80.00

**CARMAGEDDON** **SCI**  
This game is sick and demented, got a lot of bad publicity, and hence is also very popular. (But you won't find it on any computer!) This is the nastiest driving game in the world. Pit your wits and wheels against 25 maniac drivers, cyclists, formidable race circuits in your quest to become the King of Carnage and the Prince of the Pile-up. You actually get points for running down pedestrians and farmyard animals. You can exchange these points while driving to repair damage or get better features. There is total freedom to explore every circuit in all its detail looking for hidden bonuses. Crash, crumple, burn, skid and jump in glorious 3D. Also supports multiplayer. (And it's really, really gory.) IBM Requires: Win/95 or Dos 6.2, Pentium 75+, CD-ROM, SVGA, 8mbRAM DOS, 16mbRAM Win. \$90.00

**DESTRUCTION DERBY II** **PSY**  
With no rules, no limits, no pit stopping, anything goes in this collision course of crude zones, hit and run mayhem, and street level slugging where wrecking your opponent's motor vehicle in ultra-realistic smashes and crashes is the name of the game. Take on the rigors of a full Championship season and pit your wits against a motley crew of psycho-waster racers such as the Suicide Squadies, Skum and The Optician as you storm up the rankings from Rookie to Pro. Can be played two player with a serial link. IBM Requires: VGA, 8mbRAM, 486, CD-ROM. Due November. \$85.00

**DIE-HARD TRILOGY** **BLIZ**  
Three adventures in one! Three times the action! You're at the centre of three totally different, thrill packed adventures, taken from the three Die Hard movies. With over 30 different levels, with a 3D interface. Fight your way to rescue innocent hostages in a skyscraper; arcade shooting at its fastest and finest as you eliminate terrorists at Dulles Airport; simulate driving adventure as you storm through New York City to find hidden bombs. IBM Requires: Pentium 120, 16mbRAM, CD-ROM, Windows 95, SVGA. \$90.00

**EVEN MORE COMBAT GAMES** **SOFT**  
Contains 15 shareware games including Cyber Dogs, Cyber Wars, Air Duel, Scorch, Tank Wars, X-Fighter, Hyperlord, Iron Blood Demo, etc. IBM Requires: 386/25, Win 3.1, 2mbRAM, hard disk, SVGA, CD-ROM. \$15.00

**HOYLE'S CLASSIC GAMES** **SIE**  
Gather around the card table for a friendly game of Poker, or any other of the ten games in this box. Features stunning SVGA graphics (the cards look so real!). The ten games covered are Draw Poker, Bridge, Cribbage, Gin Rummy, Hearts, Solitaire, Old Maid, Crazy 8's, and also Backgammon and Checkers. You play against a selection of computer opponents, with varying skill levels and individual responses to your actions. IBM Requires: Windows, 486/33, 8mbRAM, SVGA, CD-ROM. IBM - \$60.00

**HOYLE'S CASINO** **Sierra**  
The thrills and excitement of casino gaming are at your fingertips. Step into Hoyle's Casino and challenge the house with seven fun, animated characters. Each has a distinct personality, and you control the amount of interaction. Features slot machines, Black Jack, Roulette, Craps, Poker 7 Card Stud, etc. IBM Requires: 486/33, 4mbRAM, CD. \$60.00

**GAMER PACK** **Sierra**  
A boxed set with 6 CDs - six complete games. The games are King's Quest V, Leisure Suit Larry 1, Caesar, Quest for Glory IV: Shadows of Darkness, Red Baron and Gabriel Knight. IBM Requires: 386/25, CD-ROM, 4mbRAM. \$55.00

**GRAND PRIX 2** **MicroProse**  
This is not a racing game. This is you in the cockpit hurtling around a grand prix at speeds up to 200 mph. Forget virtual reality, this is the real deal. All the teams, all the drivers, all the cars, all the circuits. The game includes every aspect of the real grand prix experience; in-depth car set-ups, practice and qualifying sessions, etc. With all 16 1994 world circuits, multiplayer capability, full lap replay, serial link and modern capable. IBM Requires: 486/66, 8mbRAM, SVGA or SVGA, CD-ROM, hard disk. \$80.00

**Iron Man and X-O Manowar** **Acclaim**  
Metal titans, Iron Man and X-O Manowar come together for the first time ever to tackle one heavy-duty cosmic crisis. It's an apocalyptic meltdown of furious action, with the ultimate in Super Hero power and realism. IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, CD-ROM. \$80.00

**Leisure Suit Larry's Greatest Hits & Misses!** **Sierra**  
Experience the evolution of Larry games, from the first primitive efforts to the latest primitive efforts. This boxed set contains all six games previously released. These games portray adult themes in a non-explicit fashion which may offend those looking for the real R-rated stuff. This collection includes the text-only software for game players 18 years and older. That is, you must be older than they are if you are younger than 18. IBM Requires: 386+, CD-ROM, 4mbRAM. \$60.00

**MADDEN NFL '97** **EA Sports**  
NFL football Madden style. The legendary gameplay that has made John Madden Football the #1 sports game of all time fuses with state of the art 32-bit technology. The result: the most authentic NFL experience to date on the PC. Features TV style expert commentary, you can customize every detail of your dream Sunday match-ups; motion captured graphics bring the hits to life, with animations of real players. Can be played via modem and network. IBM Requires: Pentium, 8mbRAM, SVGA, CD-ROM, hard disk. IBM - \$80.00 Sega Saturn - \$90.00

**MINDSCAPE'S BIG 16** **MIN**  
Sixteen CD-ROMs each containing one complete game. The game are a great mix, and include Alien Logic, MegaRace, Metal Marines, Commander Blood, Ultimate Domain, Crystal Calibur Pinball, JetFighter II, Tom Landry Stadium Football, Casino Master Multimedia, D Generation, Pac In Time, Puzzle Power, Savage Warriors, Dragon Lore, Legends, and The Psychotron. IBM Requires: 486/66+, 4mbRAM, hard disk, Dos or Win 3.1+, CD-ROM, Mouse, SVGA. \$70.00

**NHL '97**  
Hockey North American style. Features real-time rendered polygon players based on motion capture from a real life NHL player, exhibition, season, playoff, and All-Star game; four players can play at the same time, full season tournament, modern play; national teams for Canada, USA, Russia, Scandinavia and Europe; all the teams and over 650 NHL players. IBM Requires: Pentium 75, 8mbRAM, hard disk, Dos or Win '95, CD-ROM, Mouse, SVGA. \$70.00

**POLICE QUEST: SWAT** **SIE**  
You have joined the most elite force in crime fighting history: SWAT, the Special Weapons And Tactics team founded by former LAPD Chief Daryl F. Gates. Now you can experience this relentless adrenaline-pumping action firsthand as you eking your training as a SWAT officer. After instruction in actual SWAT tactics and target training sessions your skills will be called into action in multiple scenarios and car-chasing missions. With lots of digitized footage of real actors. IBM Requires: 486/33, 8mbRAM, SVGA, CD-ROM. \$60.00

**POWER CHESS** **Sierra**  
Meet your perfect opponent - the Power Chess King always plays just a bit better than you - just enough to make you stretch. He remembers what you play against him - the same trick won't work twice - and as you improve, so does he. He is also the most human opponent you'll find in a box. When he gets ahead, he goes for the kill. When he's losing, he practically squirms. He takes chances on offense and defense. Spot his weaknesses and turn them to your advantage. The Queen of Chess also gives you running commentary on how to play or improve. Contains dozens of built-in opponents, the Queen takes you through seven famous games, an elegant collection from 2D and 3D chess sets to choose from, and a powerful engine for experts and everyone else. IBM Requires: Pentium, CD-ROM, SVGA, Win/95, hard disk, 12mbRAM. \$70.00

**POWER, CORRUPTION & LIES** **MIC**  
Four complete games in one box. They are DUNE II (strategy based on science fiction building), BENEATH A STEEL SKY (SF thriller where your character tries to uncover secrets and lies), FLEET DEFENDER (modern flight sim) and UFO (hit like X-Files). IBM Requires: 386+, 4mbRAM, VGA, CD-ROM, Dos 5.0, hard disk. \$70.00

**RAILROAD TYCOON Deluxe** **MicroProse**  
Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. IBM Requires: 486+, CD-ROM, 4mbRAM. Special - \$20.00

**RALLY CHALLENGE** **SLS**  
A 100% 3D action rally simulator that puts you in the drivers seat. Experience high speed thrills as you throw a top performance turbo charged racing vehicle around treacherous stages, including Australia, USA, Sweden, Italy, Greece, France, Britain, Indonesia, and New Zealand. Includes Subaru Impreza WRX, Toyota Celica GT4 and Proton Wira, Race against the clock or against another player via modem. Dive, roll, crash from inside or one of three external cameras including the bumper, chase and special rally cam to view that dynamic coming technique. IBM Requires: 486/100+, 8mbRAM, Win/95, CD-ROM, VESA SVGA, hard disk. \$75.00

**SAM & MAX HIT THE ROAD** **LucasArts**  
Yikes, grab your nightstick, squeal like a siren, and hit the road with Sam and Max, Freelance Police, as they attempt to crack their toughest case. (Sam is a dog and Max is a rabby thing). This is a cartoon style adventure game. Sam and Max first met on the trail of a runaway carnival highfoot across America's quirky underbelly in this deranged animated adventure. Enjoy the twisted humor, endless hours of fun playing mini-games included in the game, such as Wak-A-Rat and CarBomb. IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA, hard disk. \$30.00

**Lost Files of SHERLOCK HOLMES** **EA**  
The Case of the Rose Tattoo. Experience Victorian England with a full cast of video-captured characters. Use the point and click tab to examine evidence, solve with 7 different experiences. Clever puzzles and games will challenge your wits as you search for clues throughout London and the countryside. Question suspects with fully digitized dialogue throughout the game. Movie-style video sequences capture the dramatic events of the story. Visit over 50 beautiful locations. IBM Requires: 486/66+, hard disk, 8mbRAM, SVGA, CD-ROM. \$80.00

**MONOPOLY** **Hasbro**  
Watch the famous game come to life with superb 3D animations. With great sound effects, over 800 high-precision animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and strategy. Suitable for children and adults. Up to 4 humans can hot-seat on the one computer. IBM Requires: 486/33+, 8mbRAM, CD-ROM, Windows 95. \$70.00

**NEED FOR SPEED II** **EA**  
Eight new licensed superscars modelled to exact specs. McLaren F1, Ferrari F50, Lotus GT1, Jaguar X220, Ford GT90, Isdera Commendatore 1121, Italdesign Calda and Lotus Evija V8. With a new 3D engine, together with a new 3D road, With six new international courses with 50% greater detail. New customization including gear ratios, downforce, brake bias, difficulty level and control. Also has an arcade mode including power slides, burnouts, bootleg turns. 3D roadblocks objects react to being hit, reactive AI and more intense traffic. IBM Requires: Win 95, Pentium 90+, 4spCD-ROM, 16mbRAM, hard disk. \$90.00

**NOIR** **Mainstream**  
Noir takes you back to 1940 Los Angeles in a shadowy detective thriller created entirely in dramatic black and white. A simple point and click interface takes you through six unsolved cases, ranging from wartime espionage to the underground lairs of Chinatown, from the seductive excesses of Hollywood to the smoke filled desert of the nightclub underworld. With its mysterious cases that can be unraveled in any order, an authentic film noir atmosphere created in glorious black and white, 1940s Los Angeles faithfully recreated. Three levels of difficulty with an informant help feature. IBM Requires: Win 3.1+, 2spCD-ROM, 486/66+, 8mbRAM, hard disk, SVGA. \$50.00

**PGA TOUR PRO - GOLF** **EA**  
EA SPORTS - the world leader in interactive sports gaming and the PGA TOUR proudly present the golf game the world has been waiting for. Finally, playing internet golf with people from all over the globe is as easy as clicking your mouse. With a revolutionary new 3D engine, photo-realistic high-definition graphics, instant redraw, multiple camera angles, etc. IBM Requires: Win/95, Pentium 90+, 16mbRAM, hard disk, 4spCD-ROM, SVGA. IBM - \$90.00

**POWER GAME PACK I** **MAX**  
Contains 32 shareware games including Blood 3D, Quake, Doom, KKKND, Tom Raider, MDK, Lord of the Realms 2, Diablo, G-Nome, Elder Siepe 2, etc. IBM Requires: 486/100, Win 95, 8mbRAM, hard disk, SVGA, CD-ROM. \$15.00

**POWER GAME PACK III** **MAX**  
Contains over 40 shareware games including Blacklash, Command & Conquer, Crusader, Diablo, Dagerfall, Duke Nukem 3D, Lords of Doom, Mac, Nascar 2, Quake, Worms, Zone Force One, Steel Panthers II, Swiv 3D. IBM Requires: 486/100, Win 95, 8mbRAM, hard disk, SVGA, CD-ROM. \$15.00

**SIMCITY 2000 CD Collection** **MAX**  
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. If you do a good job of running your city, people will love it and you'll receive a bonus. If they don't, you'll receive a disaster. The disks. Cities can also reach up to the 5,000,000 mark, as opposed to the limit of 500,000 of Simcity Classic. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends in population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. IBM - \$90.00  
Simcity 2000 Player's Handbook The hint book for Simcity 2000. \$40.00  
SIZONE Included are 800 new cities for Simcity 2000, and 250 cities for Simcity Classic. Also a game file manager. \$45.00

**SIM COPTER** **MAX**  
A complete simulation. As a helicopter pilot you soar through thirty built-in cities in hyper-realistic 3D and perform death-defying missions from medivac rescues to aerial firefighting to chasing down speedsters to fighting fires. Complete your heroics and receive your rewards, a sizzler copter, a nuclear mission and more near-death experiences. Or import your own Simcity 2000 cities and stamp out skyrocketing crime and permanent gridlock. IBM Requires: Windows 95, Pentium 75+, quad CD-ROM, hard disk, 16mbRAM, SVGA. \$99.00

**SIM GOLF** **MAX**  
Finally, a golf course designed just for you. That's because it's designed by you - using your SimGolf Course Architect. Play your own masterpieces - or the two built-in gems by expert designer Robert Trent Jones Jr. And sample another stroke of genius. It's the MouseSwing, a revolutionary interface that feels more like the real thing, and more like your real swing. You can modify or create dozens of golf courses. Scout out each course before you tee off with the 3-D course walk-through. Includes realistic real golf balls. IBM Requires: 486/66, Win/95, hard disk, 12mbRAM, CD-ROM, SVGA. \$90.00

**TRANSPORT TYCOON** **MicroProse**  
Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Experience cut-throat rivalry, deal with characteristic town councils, cope with disasters and use new vehicles as they are introduced over time. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! IBM Requires: 386+, SVGA, 2spCD-ROM, 4mbRAM, hard disk. \$24.00

**THE ESSENTIAL COMBAT SELECTION** **EA**  
A collection of 16 shareware combat games, including: Jump Jet, Space Intruders, Doom, Skunkys, Desert Raid, Xerix, Daryl, Heretic, 4D Boxing Demo, Artillery Combat, Blitzer, Body Count, Ranger Fox, Starfire, Iron Blood, Rebel Runner, Expect no mercy. IBM Requires: 386+, Win 3.1, 2mbRAM, hard disk, SVGA, CD-ROM. \$15.00

**THE LAST EXPRESS** **Broderbund**  
A clue in every card. A stranger in every seat. Danger at every destination. It is 1914. The world is on the brink of war, and this train could push it over the edge. You are Robert Cath, an American urgently summoned by your old friend Tyler Whitney to join him aboard the Paris-Constantinople Express, departing 24<sup>th</sup> July. Arriving late, you discover something has gone terribly wrong. Now, you must untangle a complex web of political intrigue, suspense, romance and betrayal. With stunning background sets and cartoon style animations. Richly detailed and historically accurate 3D environment. Gripping action sequences. Over 40 hours of game play on 3 CDs. IBM Requires: Win/95 or DOS 6.0, Pentium 60+, 8mbRAM, 4spCD-ROM, SVGA. \$90.00  
The Last Express Official Strategy Guide \$30.00

**THE LUCAS ARTS ARCHIVES Vol I** **LUC**  
Four complete games and a screen saver. Indiana Jones and the Fate of Atlantis, Where Indiana needs to get the Nazis getting the hands on the thing that sank Atlantis, Sam & Max Hit the Road, twisted comic humor, Star Wars Rebel Assault, described in the SF section, Day of the Tentacle, a brilliant comic spoof, and a Star Wars screen saver. IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA. IBM - \$60.00

**THEME HOSPITAL** **Bullfrog**  
Design, maintain and manage a hi-tech hospital facility, making the most of limited resources and turning costs into cash. The Grim Reaper stalks the corridors, the ill have some very odd ailments, and the staff want to play doctors and nurses together. No matter how you look at it, you are in control of a very sick hospital. IBM Requires: 486/66+, CD-ROM, 8mbRAM. \$90.00

**THE WARGAMES COLLECTION** **Soft**  
Contains 17 shareware games on one CD. Includes Ground War II, War Ships, Cyber Wars, Admirals Command, Artillery Combat, Battle Isle 2200, Base Conflict, Battleship, Boz, Blind Wars, etc. IBM Requires: 386/25, 8mbRAM, CD-ROM, hard disk, SVGA, Win 3.1+. \$15.00

**THREE SKULLS OF THE TOLTECS** **Warner**  
Saddle up and mosey on into town for one of the most challenging, hilarious and exciting adventures this side of Texas! The treasures of the Toltecs are within your reach - riches beyond your wildest dreams. But first you must locate the three skulls, and believe me, it ain't easy. You must travel through wild west locations where Indians are a host of characters including the good, the bad and the ugly. Stunning cartoon graphics, 40 characters, 8 locations. IBM Requires: 486/66, 8mbRAM, CD-ROM, SVGA. \$47.00

**TRIPLE PLAY '98** **EA**  
This is basically the EA SPORTS way - definitive technology, stunning realism, intense gameplay and strategy. Triple Play '98 ups the ante with a new real-time rendered 3-D game engine and the first ever two man broadcast booth. With a 3D environment, over 50 sortable stats tracked and analyzed, improved baseball AI, over 20 camera views. IBM Requires: Win/95, Pentium 90, 4spCD-ROM, SVGA, 16mbRAM, hard disk. \$90.00

**ULTIMATE GAMES COLLECTION 2**  
Combines six great CD games: Great Naval Battles III, Renegade: Battle for Jacob's Star, Star Crusader, Panzer General I, Hell - A Cyberpunk Thriller, and Janusit. IBM Requires: 486, 8mbRAM, SVGA, Win 3.1+, hard disk. \$31.00

**WACKY WHEELS** **SOF**  
This is the shareware version. Now, although this game is designed for children, it's adults that I've seen playing it. Myself included! I did the driving and accelerating while my wife controlled the hedgehog cannon. You play the part of an animal, such as an elephant, mouse, panda, or my favorite - the shark! driving a little Formula One car. There are several race causes, which include oil slicks, obstacles, under water driving (you turn into a cute little submarine with periscope), and you can pick up hedgehogs by driving into them, and then shoot them at other cars to send 'em off the road. We loved it! IBM Requires: 386, VGA, 2mbRAM, CD-ROM, hard disk. \$10.00

**WARZONE - 19 Titleson 1 CD-ROM** **QM**  
With 19 shareware games, being Galaxix, Scorched Earth, Gallions, Llamatron, Rotatix, Gladiator, Ployox, Nuke, Roboto, Sea Quest, Under the Gulf, Scud Attack, WW2, Defend, Maxwell Submarine, Cyber, Darwin's Arena, Civil War, Devil's Cow. IBM Requires: 386, CD-ROM, VGA 4mbRAM, hard disk. \$15.00

**WORD PUZZLES 1** **Smart**  
Hundreds of new ways to boggle your brain. Features over 300 games that stretch your mind. From wordplay wonders and strategy sticklers, to perception puzzles. Includes Word Hunter, Crossing Words, Word Melt (morphing one word into another by strategically changing one, two, three or more letters at a time), Scramgrams. Has up to 99 levels of difficulty on some games. IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk. \$45.00

**WORLD WRESTLING IN YOUR HOUSE** **Acclaim**  
World Wrestling in your house. Ten bodyslamming, mat-pounding, suplex-swinging, ring wrestling superstars, bringing on the killer-combo, combat carnage you crave! Experience a whole new level of hurt with hard-core super-pin finishing moves, plus every superstar has his own personal finishing move. IBM Requires: 486/66, 8mbRAM, CD-ROM, hard disk, SVGA. \$90.00

**WORMS UNITED** **OCEAN**  
This game looks to be like a shoot 'em up version of Lemmings. For up to sixteen players on a network, you each play a worm, that's right, a little garden variety, armed with bazookas, bananas, grenades, homing missiles, Shotguns, uzis, landmines, sheep (which detonate on command), and escape routes including longer jumps, drills, etc. Includes the add-on with a brilliant 1 player version based challenge game, outrageous custom levels, plus new audio speech sample sets, IPX Network/Modem support, stacks of incredible new game options, new weapons, etc. IBM: it doesn't say! But as it has a CD, you need CD-ROM, maybe 8mbRAM, SVGA. IBM - \$80.00

**YOUR TURN ROLE PLAYING COLLECTION** **Soft**  
Contains 15 shareware games including Silmar, Palace of Deceit, Yendorian Tales, Humberg, Hurry, Bandor, Entombed, Rebel Runner, Wizard 3, etc. IBM Requires: 386/25, Win 3.1, 2mbRAM, hard disk, SVGA, CD-ROM. \$15.00

## Family Programs

If you have received a faulty disc or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on your behalf. When they send us the replacement, we'll get it straight back to you.





## Military Simulations

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### FUTURE WARS

At last we've found another magazine totally devoted to BattleTech. Future Wars is a 56 page magazine containing up to 28 mech designs for the Inner Sphere and Clans, each design with a record sheet and background notes. It also has strategies and tactics, and other articles. The magazine is already up to issue 38 so it is not following the pathetic track record of BattleTechnology, which released about one issue a year towards the end.

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### COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine. Each issue of COMMAND MAGAZINE contains two booklets. One contains a full commentary regarding the topic of the game, plus numerous other articles regarding military history, from ancient to WW2 to modern day. The other booklet contains the rules for the game included in the magazine. "Normal" issues normally contain one full color mapsheet and around 200 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

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### DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

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### DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wanderlust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

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### GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

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### MARS: ADVENTURES IN MINIATURE

BattleTechnology magazine has been canned by FASA, and we have been looking for a magazine to replace it. And this magazine fits the job description perfectly. The magazine features scenarios, variants, army lists, and model building tips for the following miniatures' games: Warzone, Warhammer 40,000, BattleTech, Heavy Gear, Warhammer Fantasy Battle, etc. 64 pages. First issue due August. BattleTechnology subscribers will be sent this magazine.

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### PROTOCOLCULTURE ADDICTS

A top quality magazine on Japanese anime and manga. We have found one! Protocolculture Addicts is brought out bimonthly. It is produced by Janus Publications, the people who have given us Heavy Gear Fighter. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and videos. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

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### NEW GIFTS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new GIFTS products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

### SCRYE: The Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

\$8.00 for 1 issue	<input type="checkbox"/>
\$37.00 for 6 issues	<input type="checkbox"/>
\$66.00 for 12 issues	<input type="checkbox"/>

### STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers. Other features may include: Fragments from the Rim - a humorous look at Star Wars; previews of new Star Wars products by West End; guides to running various types of characters in your games; other short stories; logs, equipment, scenarios, etc. Sold as a 280 page softcover book in a large novel format.

\$20.00 for 1 issue	<input type="checkbox"/>
\$55.00 for 3 issues	<input type="checkbox"/>
\$105.00 for 6 issues	<input type="checkbox"/>

### NEW STAR WARS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Star Wars products (not miniatures) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items	<input type="checkbox"/>
Credit Card for 12 items	<input type="checkbox"/> 10% disc

### PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: Hampshire: The Masked Ace Raid, and coming is Werewolf: Ah, Pork Lips, Gee, which games are they ripping off?

\$8.00 for 1 issue	<input type="checkbox"/>
\$23.00 for 3 issues	<input type="checkbox"/>
\$45.00 for 6 issues	<input type="checkbox"/>
\$81.00 for 12 issues	<input type="checkbox"/>

### STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as an in-depth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategic simulations including several empires.

\$25.00 for 1 issue	<input type="checkbox"/>
\$70.00 for 3 issues	<input type="checkbox"/>
\$118.00 for 6 issues	<input type="checkbox"/>
\$212.00 for 12 issues	<input type="checkbox"/>

### THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

\$9.00 for 1 issue	<input type="checkbox"/>
\$16.00 for 2 issues	<input type="checkbox"/>
\$30.00 for 4 issues	<input type="checkbox"/>
\$48.00 for 8 issues	<input type="checkbox"/>

### Marc Miller's Traveller Items

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Marc Miller's Traveller role playing products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

### NEW VAMPIRE ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items	<input type="checkbox"/>
Credit Card for 12 items	<input type="checkbox"/> 10% disc

### NEW WEREWOLF ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Werewolf titles (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

### NEW WRAITH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Wraith items (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

### WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card game "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quality glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

\$8.00 for 1 issue	<input type="checkbox"/>
\$24.00 for 3 issues	<input type="checkbox"/>
\$40.00 for 6 issues	<input type="checkbox"/>
\$80.00 for 12 issues	<input type="checkbox"/>

## Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item when we send that item to you. Your credit card will not be charged in advance.



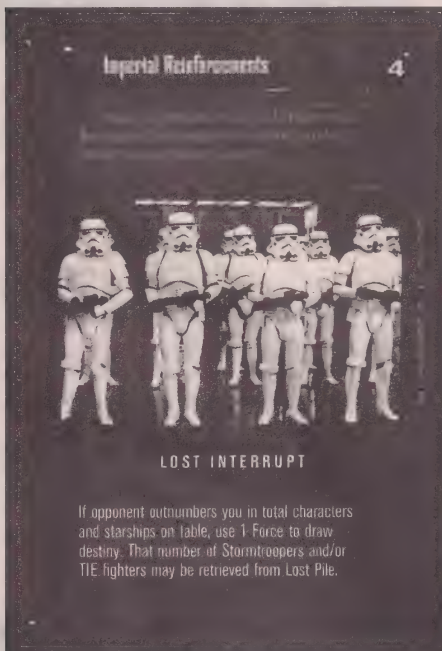
# CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

## Trading Card Games

### DEC Star Wars Premiere Introductory 2 Player Game

**Crazy Special \$15.00** **Normally \$40.00**  
The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galactic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader.



If opponent outnumbered you in total characters and starships on table, use 1 Force to draw destiny. That number of Stormtroopers and/or TIE fighters may be retrieved from Lost Pile.

### WIZ MAGIC THE GATHERING: VISIONS

**Crazy Special \$75.00** **Normally \$180.00**  
There are 540 cards in this Booster Boxed set. You should get around 80% of the 160 new cards that can be played with Magic, Ice Age or Mirage. The final battle for Jamuraa has begun as the forces of the evil mage Kaervek swam the land. A small unit of elite warriors, guided by messages hidden in their dreams and the knowledge that if they fail Kaervek wins, is on a mission to free their only hope - the wizard Mangua. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.

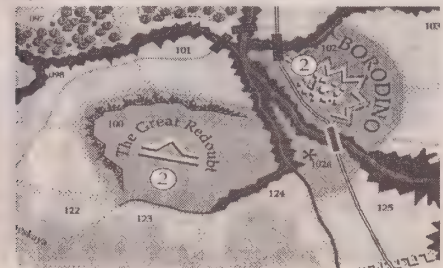
### REA LIFE POINT COUNTERS

**Crazy Special \$3.00** **Normally \$17.00-26.00**  
We've got tons of top quality metal Life Point Counters for Trading Card Games such as Magic the Gathering, Vampire TES, etc. If you order this special we will supply you one such counter at random. If you order more than one of each, we will try to give you a mix of different types.

## Wargames

### GUS BORODINO

**Crazy Special \$43.00** **Normally \$70.00**  
Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812, two massive armies that in the end drew a stalemate. Giving a 'miniatures feel', the counters of divisions are 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. Features every major corps, wing and army leader, units are divisions for infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With four scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With middle complexity rules, 340 counters, 18"x25" colorful area movement map, rules, scenarios.



### APL MacArthur's Return - Leyte 1944

**Crazy Special \$40.00** **Normally \$75.00**  
20<sup>th</sup> October 1944, the early morning hours Japanese soldiers of the 16<sup>th</sup> Infantry Division awoke to a rain of shells courtesy of the US Navy's 7<sup>th</sup> Fleet. Soon four American assault divisions supported by ships and planes were storming the island of Leyte. But the Japanese reinforced their army and soon a massive campaign was in progress. Middle complexity rules and 720 counters representing battalions and companies, including specific types of armor, aircraft, ships, etc. Includes Japanese parachute drops, additional American & Japanese amphibious landings, amphibious tanks, supply and maneuverability.

### 3W Classic Strategy & Tactics Game Magazines

**Crazy Special \$25.00** **Normally \$80.00**  
We've got a few more Mint-condition old Strategy & Tactics magazines, containing a complete game in each issue, as well as games reviews, historical articles, etc. The titles are:  
**S&T 116 Manchuria 1852-58** **Crazy \$6.00** **Normally \$16.00**  
Simulates the Taiping Rebellion in China, which took place between 1850 and 1868. The Taiping player is trying to overthrow the old & corrupt Manchu Dynasty.  
**S&T 133 Baton Rouge** **Crazy \$6.00** **Normally \$16.00**  
A game of the Confederate attempt to retake the capital of Louisiana and its Union-occupied arsenal, garrisoned by a brigade under Brigadier General Thomas Williams, in 1862, US Civil War.  
**S&T 105 Ruweisat Ridge** **Crazy \$6.00** **Normally \$16.00**  
This is the game of the first battle of El Alamein in North Africa during World War Two, between Rommel and the Allies. This battle was the turning point of the campaign.  
**S&T 134 Anzio** **Crazy \$6.00** **Normally \$16.00**  
An operational level simulation of the Allied invasion of the Italian mainland near Rome during World War Two. Can you as Hitler destroy the Allied beachhead and change history?  
**S&T 131 Donau Front** **Crazy \$6.00** **Normally \$16.00**  
Simulates potential warfare between NATO and the Warsaw Pact before the collapse of the Soviet Union, in the early 1990s. The NATO force includes West German, Canadian & French units, while the Warsaw Pact group includes Soviet & Czech.

## Role Playing Games

### RTG CYBERPUNK MODULE SPECIAL

**Crazy Special \$31.00** **Normally \$59.50**  
A Cyberpunk special that will enable you to roleplay in future Australia! All three books are available separately, as follows:  
**Pacific Rim Sourcebook** **Crazy \$13.00** **Normally \$21.50**  
The Pacific Rim. The name conjures up images of high-tech glitterlands. Here every dream can come true, realised by the tech-wizards of the Orient. But under the Westernised exterior lie traditions thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl. Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, smuggling, piracy, and revolutions.  
**Neo-Tribes Sourcebook** **Crazy \$11.00** **Normally \$19.00**  
In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light and eating pre-pack, in exchange for starlight and freedom and a life of riding the range, living their own way.

**EdgeRunners Inc** **Crazy \$11.00** **Normally \$19.00**  
Wanted: Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, bodyguarding, asset acquisition, smuggling, investigation, demolitions, codecracking, reposition, counter reposition, damaging corporate property, and engagement in other profitable but only remotely legal operations.

### DAE FENG SHUI RPG SPECIAL

**Crazy Special \$43.00** **Normally \$69.00**  
Time travelling martial artists battle an endless horde of evil men and creatures bent on changing time to suit their own ends. All three books are available separately, as follows:  
**Feng Shui RPG** **Crazy \$33.00** **Normally \$48.00**  
The true power of feng shui is known only to a few - too bad they all want you dead. Bad guys are coming out of the woodwork to wage the secret war. Powerful enough sorcerers from ancient China to modern-day conspiracy masterminds to cyber-demonic scientists from the future. They have almost won: portals through time lay bare a secret history of our world, a history that is now constantly being changed like the breeze, and so could erase you without you even knowing it. There's only one thing between these monstrous powers and complete control over all humanity - you. This RPG is based on the ShadowWist trading card game, and consists of 286 full color profusely illustrated pages full of background.  
**Marked For Death** **Crazy \$14.00** **Normally \$21.00**  
With five tales of the secret war, ready to spring on the players. Can they defeat a powerful demon lord... or two? Are they up for an incursion into the home turf of the Architects of the Flesh? Do they know their way around the Netherworld? With lots of cool fight scenes, great settings, etc.

### DP9 HEAVY GEAR RPG SPECIAL

**Crazy Special \$67.00** **Normally \$116.00**  
This special gives you complete entry into the Heavy Gear universe, giving you the RPG and the two most crucial sourcebooks. Also available individually as follows:  
**Heavy Gear RPG** **Crazy \$30.00** **Normally \$48.00**  
The rules allow play either as a RPG, a tactical tabletop wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc. basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc.  
**Terra Nova Sourcebook** **Crazy \$22.00** **Normally \$36.00**  
Complete and gripping history of the Heavy Gear universe - an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and

description of all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonized by man in the 62nd century, etc.  
**Hvy Gear Technical Manual** **Crazy \$19.00** **Normally \$32.00**  
Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology, 23 new ammo types.

### FAS SHADOWRUN MODULE SPECIAL

**Crazy Special \$36.00** **Normally \$67.00**  
Heaps of background info and dangerous missions to spice up your ShadowRun games. All three books are available separately, as follows:  
**Shadows of the Underworld** **Crazy \$15.00** **Normally \$24.00**  
Five adventures focusing on the elections of 2057. The runners get entangled with everything from political agents to fanatical cults, from a gun fight on top of a building to the secret underground.  
**Missions** **Crazy \$15.00** **Normally \$24.00**  
Lets you put the rules in ShadowRun Companion to use. Bullets and magic fly in these short adventures, each of which focuses on a specific, hazardous mission, ranging from DocWagon techs pulling a client from the middle of a fire fight to a special operations mission for the UCAS government.  
**Mob War!** **Crazy \$11.00** **Normally \$19.00**  
In this adventure, Seattle's most powerful criminal kingdom is dead, and war is brewing in the streets. The syndicate bosses and their street-gang foot soldiers are drawing lines and taking sides, with the Seattle Mafia, the Yakuza, and the Scoupa Rings all getting involved.

### WES TANK GIRL RPG

**Crazy Special \$16.00** **Normally \$45.00**  
This complete roleplaying game is of the movie which was inspired by the comic series. Weird and wacky describes the game and the setting. Take a trip to the Aussie outback with the craziest badhead (Tank Girl, of course!) ever to strap on a super tank and go in search of beer and bloodshed. You'll bump into mutant kangaroos and endless other oddities. Includes *The World of Tank Girl* book, two dice, a koala that has been run over by a tank, *Masterbook* rule book, and the *Masterdeck* card deck.

### TSR AD&D SPECIAL

**Crazy Special \$69.00** **Normally \$120.00**  
This special contains three popular AD&D supplements. All are available individually, as follows:  
**Night Below: The Underdark** **Crazy \$29.00** **Normally \$48.00**  
Night Below: The Underdark campaign, for Forgotten Realms. The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans.  
**Netheril: Empire of Magic** **Crazy \$25.00** **Normally \$40.00**  
This is a bridge between the Forgotten Realms setting and its deep, dark past, the Arcane Age. Geographically located in the area currently known as the North, Netheril is one of several lost empires. This campaign setting features new rules for 12th level magic and time travel, new magical items, floating citadels and detailed poster maps. Boxed set.  
**Gates of Firestorm Peak** **Crazy \$18.00** **Normally \$32.00**  
The first adventure using the full range of optional rules presented in the *Players Option Combat & Tactics, Skills & Powers, Spells & Magic* books. For character levels 6 - 15.

### TSR AD&D SOURCEBOOKS

**Crazy Special \$75.00** **Normally \$128.00**  
This special contains four popular AD&D sourcebooks. All are available individually, as follows:  
**Monster Mythology** **Crazy \$15.00** **Normally \$24.00**  
Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc.), Goblins (Orcs, Goblins, etc.), Underdark races (the Drow, etc.), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races.  
**World Builder's Guidebook** **Crazy \$20.00** **Normally \$32.00**  
Chock-full of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with a convenient pad of design forms and aids.  
**Faiths & Avatars** **Crazy \$25.00** **Normally \$40.00**  
Forgotten Realms info for DMs and human priest character players describing the spheres of the gods and their avatars (mortal forms) in the Realms and the organisation of their faiths. New character classes, relics, & mythology.  
**Heroes Lorebook** **Crazy \$20.00** **Normally \$32.00**  
The definitive book of game statistics for every hero featured in the Forgotten Realms novels, including Elminster, Drizzt, and King Azoun, providing DMs with everything they need to introduce these characters into their campaigns.

### WES STAR WARS SPECIAL

**Crazy Special \$40.00** **Normally \$68.00**  
This special is designed for anyone who wants to get into playing Star Wars. Includes the introduction into the game plus the primary sourcebook. Also available individually, as follows:  
**Star Wars Introductory Game** **Crazy \$22** **Normally \$33**  
A magnificent boxed set entry point into the Star Wars roleplaying game. Everything you need to play is here. This game teaches you the rules while you play. One game booklet shows how to create and use your own Star Wars character fighting the Empire, another booklet teaches on one person how to be the games master. Also includes character sheets, an adventure book, 6 color cards of characters and equipment, stand-up characters, and 7 maps of popular Star Wars locations.  
**Star Wars Sourcebook** **Crazy \$22** **Normally \$35**  
2nd Ed. Stories, maps, charts, and illustrations that explain how the Star Wars galaxy works; from lightsabers to repulsorlifts. Plans for an X-Wing, a Rebel base, an Imperial garrison, & blue-prints to the Millennium Falcon. Hardback with 144 pages.

## StoryTelling Game

### ATL Once Upon A Time

**Crazy Special \$19.00** **Normally \$29.95**  
Atlas Games have produced a wonderful card game suitable for



all ages - and especially popular with roleplayers. This is a game in which players create a story using cards that show important elements from fairy tales. One player is the storyteller and creates a story using the ingredients on his cards, trying to guide the plot towards his own ending. The other players try to use their cards to interrupt him and become the new storyteller. The object of the game is for the players to enjoy themselves and to tell a good story. The player who uses all the story cards in his hand and guides the plot to his ending wins. With a simple 16 page rulebook, 112 Once Upon a Time cards including characters, items, places, aspects, & events, and 56 ending cards. For two to six players.

## Miniatures & Rules

### GLO Legions of Steel Complete System

**Crazy Special \$57.50** **Normally \$110.00**  
A magnificent offer including the *Legions of Steel* Game, which used to sell for \$100 just by itself, and the four best campaign supplements for the game, being *LOS Advanced Rules*, *LOS Scenario Pack 1*, *LOS Alien Sourcebook* and *Junction Point Campaign Pack*. All five items also available individually as follows:

**Legions of Steel Game** **Crazy \$32.00** **Normally \$50.00**  
It contains 1/4 kg of metal miniatures in exaggerated 25mm scale. This is a fast paced miniatures combat game where you try to save humanity from a siege of nightmarish machines - the Legions of Steel. Play an elite group of commandos in powered armor on their missions to destroy the base complex of their enemy. Includes 19 metal miniatures, 48 full color interlocking map templates (like Space Hulk), 86 color counters, 24 stand up doors, rules with 8 scenarios.

**LOS Advanced Rules** **Crazy \$12.00** **Normally \$20.00**  
Rules for 16 new miniatures including the Succubot, rules for 35 new weapons, electronic warfare, advanced movement and fire, unit point values, 12 more full color board templates, 152 color counters.

**LOS Scenario Pack** **Crazy \$6.00** **Normally \$10.00**  
12 new scenarios, expanded background information, rules for new miniatures and weapons, including G3 Predator, UNE Behemoth RXS, 66 cut out counters, etc.

**LOS Alien Sourcebook** **Crazy \$7.00** **Normally \$15.00**  
A 96 page book which introduces us to the Black Empire, the Infrantians and the Fantastians. Provided is an overview of each race's physiology, culture and history. There are six scenarios, charts, tables, and painting schemes.

**Junction Point Campaign** **Crazy \$6.00** **Normally \$15.00**  
The Princess Melina of the Black Empire is kidnapped by the Machines, and a massive rescue operation is launched. Includes campaign rules, rules for 25 new miniatures, 20 new weapons, 12 more geomorphic mapboards, etc.

### GLO Planetstorm Special No. 1

**Crazy Special \$47.00** **Normally \$94.00**  
This is the special I am excited about. Whereas *Legions of Steel* is like Space Hulk, *Planetstorm* is like *Warhammer* 40,000. This special and the one below are designed as the perfect entry points into this magnificent game which pits an endless horde of machines against the hard pressed UNE human Powered Infantry. Also available individually as follows:

**Planetstorm Miniatures Rules** **Crazy \$14.50** **Normally \$29.00**  
The 22nd century is one of advancement and discovery for Earth. Contact by extra-terrestrial, global unification and technological advancement are all hallmarks of this age. All of these events, however, have a single cause - the galactic invasion by the Machines: the Legions of Steel. These rules take the battle out of the dungeon-like corridors and into the open; off the gameboard and onto the tabletop. The comprehensive, stand alone rules are 192 pages in length with extensive background info for every race, and game stats and usually an illustration for every miniature listed below.

**GLO1699 UNE Powered Infantry** **Crazy \$18** **Normally \$32**  
8 exaggerated 25mm human UNE Power Infantry, ie, Space Marines, sold in a very sturdy miniatures case. The figures have separate arms & include 2 NCOs, 2 Flechette gunners, 2 Troopers & 2 Grenadiers. Lovely figures, which could double as 40K Space Marines.

**GLO1998 Machine Security Horde** **Crazy \$18** **Normally \$32**  
11 exaggerated 25mm figures, being 10 skeletoid G1 Nightmarer machines and a dreaded Mk IAI Assault Fiend, (45mm tall!) sold in a very sturdy miniatures case. Lovely figures, which could double for 40K Chaos Marines.



### GLO Planetstorm Special No. 2

**Crazy Special \$47.00** **Normally \$94.00**  
Same as the above special, except the UNE Powered Infantry are fighting a Machine Infiltration Horde this time! Also available individually as follows:

**Planetstorm Miniatures Rules** **Crazy \$14.50** **Normally \$29.00**  
See the above special for a description of these rules which take *Legions of Steel* onto the table top, like *Warhammer* 40,000.

**GLO1699 UNE Powered Infantry** **Crazy \$18** **Normally \$32**  
8 exaggerated 25mm human UNE Power Infantry, ie, Space Marines, sold in a very sturdy miniatures case. The figures have separate arms & include 2 NCOs, 2 Flechette gunners, 2 Troopers & 2 Grenadiers. Lovely figures, which could double as 40K Space Marines.

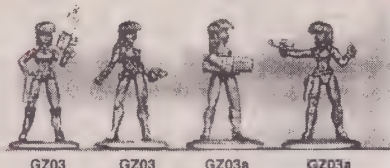
**GLO1999 Machine Infiltration Horde** **Crazy \$18** **Normally \$32**  
11 exaggerated 25mm figures, being 1 C1 Succubot, 2 G6 Snipers and 8 X1 Runaways, sold in a very sturdy miniatures case. Lovely figures, which could double for 40K Chaos Marines and demons. The Runaways are perfect for evil android Flesh Hounds of Khorne.



### GZG Suki & Yaki Trouble Consultants

**Crazy Special \$8.00** **Normally \$11.00**  
Ever read the Japanese manga *Dirty Pair*? If so, you will quickly realise that the two below figures are the Dirty Pair. They are two Japanese futuristic heroines who guarantee to destroy both your enemies and half your civilian population in the process! Figures stand 25mm tall.

**GZ-03 Suki & Yaki** **Crazy \$5.00**  
**GZ-03a Suki & Yaki (different poses)** **Crazy \$5.00**



### GZG Sci-Fi Aussies (Oceanic Union)

Made in Australia and specifically designed for Stargrunt II, these are sci-fi Australian and New Zealand 25mm soldiers. They are so new they have not even been given stock codes yet! You may buy five random figures for \$10.00 (not including the jetbike) or buy one of each for \$30.00, which includes thirteen figures on foot and one riding a jetbike. The figures include an Aboriginal Tracker, Comm Tech, Maori SAW Gunner, Troopers in bush hats and helmets, wearing body armor. The figures are also suitable for 40K, if you want to make your own Aussie Chapter.

**1 Jetbike & Rider** **Crazy \$5.00** **Normally \$7.50**  
**5 Random Figures** **Crazy \$10.00** **Normally \$13.75**  
**14 Figures including bike** **Crazy \$30.00** **Normally \$43.25**

### GZG 25mm Futuristic Vixen Army

**Crazy Special \$148.00** **Normally \$181.00**  
This special comprises 44 excellent 25mm Ground Zero miniatures of female futuristic soldiers, as well as 2 resin tanks. These figures are suitable to make up a 2,000 point 40K female Space Marine army, though of course you can use the figures for StarGrunt (that's what they were designed for) or for anything else. The 2,000 points of just female warriors includes a Captain, Medic, Tech, top Psyker, two 5-woman Scout squads including flamers, heavy weapons, needle rifles & shotguns; two 10-woman Heavy Weapon squads including leader with sword, 4 with heavy weapons and 5 with boltguns; a normal 10-woman squad with leader, 8 boltguns and 1 heavy weapon; and a resin SF25-58 Hover tank and a resin SF25-93 Hover troop carrier. The 44 figures include 15 different actions.



### GZG 25mm Futuristic Chaos Army

**Crazy Special \$114.00** **Normally \$138.00**

This special comprises 32 excellent 25mm Ground Zero miniatures of futuristic soldiers as well as a huge resin wheeled tank. These figures are suitable to make up a 2,000 point 40K Chaos Space Marine army, though of course you can use the figures for StarGrunt (that's what they were designed for) or for anything else. The 2,000 points make up: 1 Chaos Commander in heavy power armor, a Chaos Psyker in heavy power armor; a 5-man squad in heavy power armor (suitable for use as Terminators) with 2 heavy weapons & 3 combi-weapons; and five 5-man squads in normal power armor (suitable as Chaos Space Marines), with a mixture of heavy weapons & boltguns; and a huge six wheeled resin tank. The 32 figures include 14 different actions.

### Citadel 40K Tyranid Hormagaunt Brood

To be really effective a Tyranid army needs lots of leaping and slashing Hormagaunts (they move 18"). You can order any number of packs that you wish, but this special has limited stocks only. Available as follows:

**1 Pack Hormagaunt (3)** **Crazy \$14.50** **Normally \$20**  
**2 Packs Hormagaunt (6)** **Crazy \$28.00** **Normally \$40**  
**4 Packs Hormagaunt (12)** **Crazy \$54.00** **Normally \$80**

### Citadel 40K Tyranid Gargoyle Brood

To be really effective a Tyranid army also needs lots of tail-flaming flying Gargoyles (they are cheap and cause great mahem!) You can order any number of packs that you wish, but this special has limited stocks only. Available as follows:

**1 Pack Gargoyle (2)** **Crazy \$11.50** **Normally \$16**

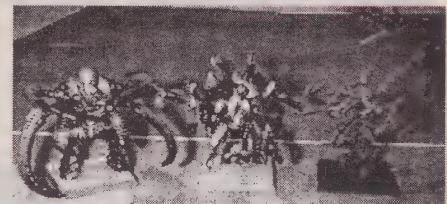
**2 Packs Gargoyle (4)** **Crazy \$23.00** **Normally \$32**  
**3 Packs Gargoyle (6)** **Crazy \$31.00** **Normally \$48**

### Citadel 40K Tyranid Characters Special

**Crazy Special \$75.00** **Normally \$129.00**

This special comprises one each of the three most important Tyranid Characters, the chameleon Lictor, the ruthless Hive Tyrant, and the Carnifex, a virtual tank! Also available individually, as follows:

**CIT0451 Tyranid Lictor** **Crazy \$20.00** **Normally \$33**  
**CIT0449 Hive Tyrant** **Crazy \$30.00** **Normally \$48**  
**CIT0428 Tyranid Carnifex** **Crazy \$30.00** **Normally \$48**



### Citadel Eldar 40K Boxed Set Special

**Crazy Special \$49.00** **Normally \$77.00**

This special comprises one each of two of the most important 40K Eldar boxed sets: the EldarAvatar and the War Walker Dreadnaught. Also available individually, as follows:

**CIT0430 Eldar Avatar** **Crazy \$22.00** **Normally \$33**  
**CIT0432 Eldar War Walker** **Crazy \$30.00** **Normally \$44**

### Citadel Eldar Jetbikes Special

**Crazy Special \$22.00** **Normally \$41.00**

Jetbikes are the trademark of Eldar armies, making those annoying pop-up attacks and zipping all over the table. You get one each of two bikes. Also available individually, as follows:

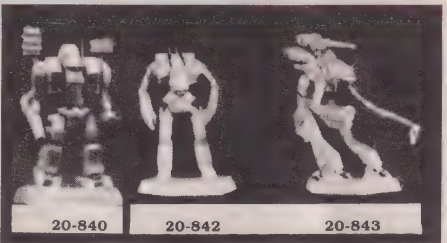
**CIT0438 Shrieker Jetbike** **Crazy \$14.00** **Normally \$23**  
**CIT0786 Eldar Jetbike** **Crazy \$10.00** **Normally \$18**

### RAL BattleTech (Robotech) Special

**Crazy Special \$30.00** **Normally \$61.00**

FASA have dropped the mechs that they used under license from Robotech, which is a shame, because they are the best designs. But before the miniatures disappear completely, we've managed to snatch up goods stocks. Also available individually, as follows:

**RAL20834 Crusader** **Crazy \$6.50** **Normally \$13**  
**RAL20840 Warhammer** **Crazy \$6.50** **Normally \$12**  
**RAL20841 Rifleman** **Crazy \$6.50** **Normally \$12**  
**RAL20842 Archer** **Crazy \$6.50** **Normally \$12**  
**RAL20843 Marauder** **Crazy \$6.50** **Normally \$12**

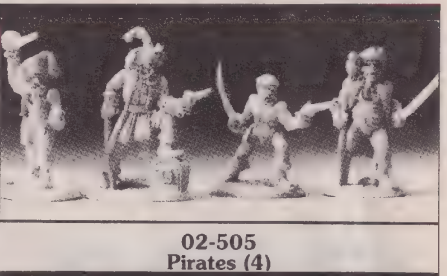


### RAL Encounters of the Imagination

**Crazy Special \$26.00** **Normally \$52.00**

Ral Partha make an excellent new range of fantasy figures with an attitude in true 25mm, useable for any RPG or fantasy miniatures system. Also available individually, as follows:

**RAL02500 Slave Master & 3 Slaves** **Crazy \$7.00**  
**RAL02505 Pirates (4)** **Crazy \$7.00**  
**RAL02513 Skeletal Hunter & 3 pack hounds** **Crazy \$7.00**  
**RAL02519 Rogues, loot & captive** **Crazy \$7.00**



**02-505**  
**Pirates (4)**

## Computer Games

### 360 V for Victory Commemorative Edition

**Crazy Special \$24.00** **Worth \$280.00**

All four magnificent V for Victory games released on the one CD! These are true boardwargames transferred onto your computer with stunning SVGA graphics. The four games are *Utah Beach*, which thrusts you into the Normandy invasion of June, 7th 1944 in WW2; *Velikiye Luki*, where as a German tank commander on the Russian



front you must break a siege; *Market Garden* where as the British commander you must take and hold bridges across three major rivers; and *Gold-Juno-Sword* which takes you back to the Normandy beaches as a Commonwealth or German commander. **IBM Requires:** 386, CDROM, VESA SVGA, hard disk, 3mbRAM, mouse.

## GameTek Ripper

**Crazy Special \$30.00**

**Originally \$90.00**

Jack the Ripper is back. The year is 2040. A vicious serial killer stalks the seedy, cybernetic streets of New York, dismembering his victims and vanishing without a trace. It is up to you to find him. Features 6 CDs, 3 hours of full motion video, 4 different endings, great music, 1st person perspective, lots of interactive puzzles and combat, a cast of Hollywood actors. **IBM Requires:** 486/50+, CDROM, VESA SVGA, hard disk, 8mbRAM, mouse.

## MicroProse Fields of Glory

**Crazy Special \$26.00**

**Originally \$90.00**

An absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. You control thousands of troops in close-up conflicts, or on wider, more tactical views. You issue orders to your forces quickly and effortlessly with a point and click interface. **IBM requires:** 386+, hard disk, CD-ROM, VGA, mouse, 4mb RAM.

## Mainstream Heroquest

**Crazy Special \$19.00**

**Originally \$???.00**

Heroquest was a best selling boardgame and is here available as an absorbing fantasy adventure game for your computer. Take up the challenge to become a hero and enter the underground realm of the evil wizard Morcar. But beware, the unlit tunnels hold many dangers - terrible monsters, deadly traps, and mysterious rooms. **IBM Requires:** 386, 4mbRAM, VGA, CD-ROM.

## Microsoft Close Combat Win'95

**Crazy Special \$30.00**

**Originally \$90.00**

**Advanced Squad Leader for your computer!** This is a grand tactical game of WW2 combat, with individual tanks, guns, and squads of men. You command soldiers who react realistically to the situation they're in. They are dynamically affected to their ability, strength, stamina and mental condition. Great graphics, animation, and sound effects make the battlefield come alive as you command either the Americans or Germans. With WW2 archival film footage and still photos. As you battle over a landscape, it will become pitted with shell craters, buildings will become wrecked, etc. **IBM Requires:** Pentium, CD-ROM, 8mbRAM, Windows 95, SVGA.



## Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

AVA203	Naval War card game	\$10.00
AVA822??	Five Assorted Squad Leader Boards	\$30.00
DIC020	10 Assorted Opaque D20 Dice	\$2.50
DIC08	10 Assorted Opaque D8 Dice	\$2.00
DICP4	10 Assorted Pearlised D4 Dice	\$3.00
DICP8	10 Assorted Pearlised D8 Dice	\$3.00
DICP12	10 Assorted Pearlised D12 Dice	\$3.50
DICP20	10 Assorted Pearlised D20 Dice	\$4.00
KOP0005TR	10 Assorted 5mm Gem D6 Dice	\$1.00
TSR1502P	Dragon Dice Expansion 2 Firewalkers Display	\$40.00
TSR1503P	Dragon Dice Expansion 3 Undead Display	\$40.00
TSR1505P	Dragon Dice Magestorm Display	\$50.00
TSR2434	The Brazen Gambit Dark Sun novel	\$3.00
TSR2435	Darkness Before Dawn Dark Sun novel	\$3.00
TSR2436	The Broken Blade Dark Sun novel	\$3.00
TSR8065	Tales of Ravenloft Novel	\$3.50
TSR8070	Scholar of Decay Ravenloft Novel	\$3.50
TSR8475	Ironhelm AD&D novel	\$3.50
TSR8546	The Ogre's Pact AD&D Novel	\$4.00
TSR9414	RM2 The Created Ravenloft Module	\$4.00
TSR9441	AC1011 Poor Wizards Alamanac # 2	\$5.00
TSR9495	Chilling Tales Ravenloft supplement	\$6.00
WHT3207	Werewolf Chronicles # 1	\$9.00
WHT7201	Immortal Eyes Part 2 (Changeling)	\$8.00

# OSPREY HISTORICAL REFERENCE BOOKS

## Ancient Era

- CAMP7 ALEXANDER 334-323 BC** A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. The book details tactics, troop types, and battles. **\$27.95**
- MAA109 ANCIENT ARMIES OF THE MIDDLE EAST** Includes Ancient Summerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. **\$20.00**
- WAR5 ANGLO-SAXON THEGN** The Saxons slowly conquered much of Britain from the Celts and Picts, slowly replacing the Romano-British society with their own. The Saxon warriors, the thegns, became the rulers of much of Britain, and battled furiously with the Vikings, being finally overcome by the Normans at Hastings in 1066. **\$24.95**
- CAMP36 CANNANAE 216 BC** The Roman army commanded by Consul Paulus and Varro received a crushing defeat at the hands of Hannibal in 216 BC. This book examines reasons for the war, Hannibal's campaign leading up to the battle, & what transpired in the battle. **\$27.95**
- MAA283 EARLY ROMAN ARMIES** The development of the Roman army in training, organisation, tactics and weapons & equipment from about 500 to 275 BC, the time of the wars with Pyrrhus. **\$20.00**
- WAR17 GERMANIC WARRIOR 236-568 AD** The 3rd to 6th centuries saw the collapse of the classical Roman civilization and the emergence of new states in western Europe based on the Germanic warrior society. Examines their tactics, armor, & weapons. **\$27.00**
- MAA295 IMPERIAL CHINESE ARMIES (2) 590-1260 AD** Follows the Imperial Chinese military machine from the reunification of China by Yang Chien to its destruction and conquest by Kubilai Khan. **\$20.00**
- WAR15 LATE ROMAN CAVALRYMAN 236-565 AD** Extremely detailed look at Late Roman Cavalry, including organisation, colors, tactics, development, formations. **\$25.00**
- ELITE40 NEW KINGDOM EGYPT** Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. Has magnificent full color plates by Angus McBride of a Mitanni armored chariot, Hyksos, etc. **\$25.00**
- CAMP22 QADESH 1300 BC** Clash of the Warrior Kings. The greatest of the Egyptian Pharaohs, Rameses II, leads the most professional Egyptian army against the might of the Hittite Army. The three man Hittite shock chariots clash with Egyptian spearmen, archers, and skirmishing chariots. But which army will prevail? **\$25.00**
- MAA291 REPUBLICAN ROMAN ARMY 200 - 104BC** Detailing weapons and equipment, organisation and levy, tactics used by the various arms, etc. **\$20.00**
- MAA46 ROMAN ARMY: CAESAR TO TRAJAN** Details the tactics, armor, command structure, and history of the Roman army during its most famous days. **\$19.95**
- MAA93 ROMAN ARMY: HADRIAN TO CONSTANTINE** Rome's glorious days are over, but it's army is still locked in furious combat to survive. Details tactics, history, battles, etc. **\$19.95**
- MAA180 ROME'S ENEMIES: ARMIES OF SPAIN** Rome fought many difficult battles in Spain leading until 20 BC. This book details the Iberians, Celtiberians, scutarii, etc. **\$19.95**
- MAA243 ROME'S ENEMIES: THE DESERT FRONTIER** Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome. **\$19.95**
- MAA158 ROME'S ENEMIES: GALLIC & BRITISH CELTS** Gauls and British Celts are 2 of Rome's most famous and thought of enemies. Learn about their tactics, defeats, etc. **\$19.95**
- MAA129 ROME'S ENEMIES: GERMANICS & DACIANS** The vigorous northern 'barbarians' who were the destroyers of the Western Empire of Rome, subsequently creating medieval Europe, the feudal system and chivalry. Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angels, Saxons, & Jutes. 8 color plates. **\$19.95**
- MAA175 ROME'S ENEMIES: PARTHIANS & SASSINIDS** Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers who held Rome at bay for 300 years, giving tactics, weapons & campaigns. Also detailed are the Sassanid Persians who overthrew them, plates by McBride. **\$19.95**
- ELITE7 THE ANCIENT GREEKS 500-300 B.C.** 64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride, & includes Athenians, Lakadaimonian, Thracians, Boeotians, etc. **\$24.95**
- MONT THE ARMY OF TANG CHINA** The organisation, uniforms and equipment of the armies of Tang China in the 6th-9th C AD. Plates by Angus McBride. **\$30.00**
- MAA69 THE GREEK AND PERSIAN WARS 500-323 B.C.** The high years of Ancient Greece, the Athenians versus Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thermopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, early days of Alexander the Great, etc. **\$19.95**
- ELITE42 THE PERSIAN ARMY 560-330 BC** The arch-enemies of Ancient Greece and Macedonia. Includes Xerxes attempts to conquer Greece, and subsequent battles, etc. **\$24.95**
- ELITE50 THE PRAETORIAN GUARD** A close look at the elite Roman Praetorian Guard, their equipment, uniforms, shields, tactics, etc.

- However in combat during the civil wars, these troops were normally outclassed and outfought by the veteran legionaries. **\$24.95**
- MONT THE PTOLEMAIC ARMY 168-145 BC** A detailed examination of the arms, armor and uniforms of the Ptolemaic army, with superb color plates by Angus McBride. **\$30.00**
- MAA137 THE SCYTHIANS 700-300 BC** The first of the great armies of horse-archers to come out of the East, though they were Indo-Europeans, and contemporaries of Ancient Greece who they fought and helped. **\$19.95**
- MONT THE SELEUCID ARMY** An 80 page book detailing the late Seleucid army, from 168-145 BC. Covers organisation, equipment, armor, colors. Art by McBride. **\$30.00**
- MONT SASSANIAN ARMIES** The Iranian Empire of the Sassanid Persians from the early 3rd century to the mid-7th centuries. They overthrew the Parthians in 226 AD, and fought against the Romans, Huns and Romano-Byzantines. Costume, equipment, organisation, etc. **\$30.00**
- MONT WARRIORS OF EURASIA** A 48 page book giving a brief overview and color illustration of warriors from in Eurasia from the 8th C BC to 17th C AD. Includes Sarmatians, Huns, Goths, Scythians, Kushans, Parthians, etc. **\$25.00**

## Middle Ages

- CAMP9 AGINCOURT 1415** The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet against the impetuosity of the French nobles and knights was to lead to their undoing. Read how some 10,000 French were killed for the loss of only 500 English. Very tragic. **\$27.95**
- MAA111 ARMIES OF CRECY & POITIERS** Two of the most important battles in the early years of the 100 Years War, between the French and English. In both cases, French pride and impetuosity cause fatal errors, allowing the vastly outnumbered English to obtain crushing victories. **\$19.95**
- MAA113 ARMIES OF AGINCOURT** An excellent overview of this crucial battle between the French and English during the 100 Years War, including superb color plates, and covers command, troop organization, troop types, types of artillery, & an analysis of the battle. **\$19.95**
- MAA154 ARTHUR & THE ANGLO-SAXON WARS** The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. Plates by McBride. **\$19.95**
- MAA89 BYZANTINE ARMIES 886-1118 AD** The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with & against the Crusaders, Islam, etc. **\$19.95**
- MAA287 BYZANTINE ARMIES 1118-1461 AD** Their continued wars with the Turks, the Italians, the Normans, etc, with organisation, equipment, tactics, colors, etc. **\$20.00**
- CAMP43 FORNOVO 1495** The mentally backward French King Charles VIII invaded Italy in 1494, laying claim the throne in Rome. Could the divided Italian city-states combine to end this threat? And what happened when the Italian knights squared off against the French knights, the flower of chivalry? **\$30.00**
- MAA231 FRENCH MEDIEVAL ARMIES 1000-1300 AD** French knights were considered the flower of European chivalry. This book covers their origins, training, armies of southern and northern France, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. Color plates by Angus McBride. **\$19.95**
- MAA200 EL CID & THE RECONQUISTA** The very name El Cid sums up much of the special character of medieval Spanish warfare. This book covers 1050 - 1492 AD. **\$20.00**
- MAA166 GERMAN MEDIEVAL ARMIES** Medieval Germany comprised a number of states under the nominal control of the Holy Roman Emperor. The history covers princely levies, town leagues, leagues of knights formed to protect themselves from the two former, the rise of the Hussites & their war wagons, the Teutonic Knights, mercenaries, & famous campaigns. Plates by McBride. **\$19.95**
- CAMP13 HASTINGS 1066** Detailing all of the many factors leading up to the Norman invasion of Britain, and the subsequent battle of Hastings, in which the Anglo-Saxon King Harold was killed. Did you know, for example, that William the Conqueror was actually the rightful King of England over Harold, even before the Battle of Hastings? And that the Normans almost failed their attempt to destroy the Saxon shield wall? Good reading! **\$27.95**
- CAMP19 HATTIN 1187** Read how the events of 1187 AD shook Western Europe as Saladin crushed the Christian army at Hattin, and then going on to retake Jerusalem and much of the holy lands. **\$28.00**
- MAA195 HUNGARY & THE FALL OF EASTERN EUROPE** Hungary beat back invasions from Germany, settled invading Pechenegs, Magyars, Cumans, & were later threatened by the Ottoman Turks. John Hunyadi led a one man crusade against them, holding them back for years, until political collapse in Hungary allowed the Turks victory at Mohacs. The fall of Byzantine is included. Plates by McBride. **\$19.95**
- MAA136 ITALIAN MEDIEVAL ARMIES 1300-1500 A** A fascinating history, as the Italians formed a number of powerful city states, who competed both economically and militarily against each other. This book also covers in detail the mercenaries hired by these city states, revealing their sophisticated system. **\$19.95**
- WAR18 KNIGHT OF OUTREMER 1187-1344** Following Saladin's great victory at Hattin in 1187AD, the remaining Latin or Catholic enclaves in the Mediterranean were called Outremer. This book describes the weapons, armor and tactics of these knights in great detail. **\$26.00**
- ELITE17 KNIGHTS AT TOURNAMENT** One of the greatest pastimes of medieval nobles, costing huge amounts of money, & attracting huge amounts of attention. **\$24.95**



# SPECIAL EDITION

## OSPREY

These books are special edition Osprey books, of which we purchased two of each. Once they sell, they are gone. So if you are interested in any titles, please send in your order quickly. Each book is a definitive work on specific military and aerospace subjects: specially commissioned artwork, archive illustrations, first-hand combat accounts. Full color photography in some, and more than 150 illustrations with detailed text. The titles are:

**B-52 STRATOFORTRESS** Hardcover with 272 pages with many full color plates. Details the whole B-52 story, from its inception as the ultimate conventional Cold War warrior, through testing times over south-east Asia, including Vietnam, to its extensive role in the Gulf war against Iraq. Crewmembers from all four decades have provided an oral history of the plane in conflict. **\$99.00**

**CLASSIC WWII AIRCRAFT CUTAWAYS** 152 page hardcover book full of B&W photos and cut away drawings. The bulk of these fine cutaways, which are an art form in their own right, have not seen the light of day for many decades, and after years in the archives they are now being republished once again. All the major Allied and Axis combat types ranging from the Spitfire to ME109 fighters through to Lancaster bombers are included. **\$70.00**

**CLASSIC AIRCRAFT OF WWI** 126 full color pages. When compared with today's high-speed, multirole combat aircraft, the fighting scouts and bombers of the Great War look almost comical in appearance. However, 80 years ago these machines were at the leading edge of technology, and the craftsmanship involved in their construction is still breathtaking today. The survivors of that era, Sopwith Scouts, Fokker Fighters, the rugged SPADs, are featured in this tribute to the combat aircraft of a bygone age. **\$35.00**

**HURRICANE - A FIGHTER LEGEND** 144 full color pages. The Hawker Hurricane was the RAF's first monoplane fighter, and it dragged the service into a position where it could defend Britain in its hour of need during 1940. **\$35.00**

**LOCKHEED SR-71 BLACKBIRD** 240 page hardcover with color plates. The only complete and accurate account of the SR-71s secret operational missions. Unprecedented first hand reports from over 70 crewmen of their Mach 3+ sorties reveal the true extent of the aircraft's incredible capabilities. **\$70.00**

**Me 262 STORMBIRD RISING** The legendary Me262 was the world's first operational turbojet fighter. This fighter could have single-handedly swept the daylight Allied bombing sorties from the sky, had it not been hampered by unforeseen technical problems, official disinterest, Hitler's famous pre-occupation with its conversion into a blitzbomber, and lack of parts and fuel. Hardcover book, 216 pages including color plates. **\$60.00**

**SPITFIRE - FLYING LEGEND** 192 page hardcover book full of color photos. Regarded by many as the saviour of Britain in its darkest hour, the Spitfire is without a doubt the most famous combat aircraft of WW2. This book celebrates its 60th anniversary. **\$70.00**

**SPITFIRE IN BLUE** Hardcover with 158 pages and color plates. The Spitfire in Blue was a photo reconnaissance Spitfire with no weapons other than its cameras. Flying these planes in 1945 was no piece of cake. You were alone, hundreds of miles into enemy airspace over Europe, flying straight and level and concentrating on your camera work - and you were a sitting duck. Your job was to get the photos home, not to indulge in fighter-style antics - if possible! **\$50.00**

**THE ILLUSTRATED HISTORY OF MILITARY MOTORCYCLES** Having proved its worth in 1914-18, it was the Second World War which marked the zenith of the 'battle bike', with millions supplied for recon, communications and troop transport. This 208 page hardcover book with color plates gives comprehensive history of every type of machine that falls within its historical and national context, from Harley-Davidsons to Germany's BMW R75. **\$70.00**

**THE ILLUSTRATED HISTORY OF MILITARY VEHICLES: Transport & Halftracks** Hardcover with 208 pages, including color plates. This comprehensive book covers the transport problems faced by the eight major countries involved in WW2, Great Britain, the British Commonwealth, USA, Germany, Italy, France, Russia, and Japan, and includes vehicles from 1/4 ton jeeps, halftracks, to trucks to tank transporters. **\$70.00**

**THE OSPREY ENCYCLOPEDIA OF RUSSIAN AIRCRAFT 1875-1995** Over 500,000 words of text and performance data, 568 accurate and detailed drawings, some of which show many versions of a single type, over 750 photos sourced from Russian archives, extensive coverage of pre-1917 Russian aircraft. **\$150.00**

**THUNDERBOLT & LIGHTNING** The P-47 Thunderbolt and Lockheed P-38 Lightning were vastly different designs, but both these aircraft served with distinction in the fighter escort and fighter-bomber role across Europe. **\$35.00**

**WORLD WAR TWO AFVs & SELF PROPELLED ARTILLERY** The AFV played a major role in WWII. The artillery found it necessary to mechanise some of its field pieces. Armored cars were called upon to carry out tasks in addition to reconnaissance. Tank destroyers were designed to seek, and destroy enemy armor. **\$75.00**

**WORLD WAR TWO TANKS** 208 page hardcover book with color plates. This is a magnificent book of WW2 tanks, most with photos, from Great Britain, British Commonwealth, USA, Soviet Union, France, Germany, Italy, Japan, and to my delight, rare photos of tanks from Belgium, Czechoslovakia, Hungary, Poland and Sweden! Many photos I've never seen before. **\$75.00**

**CAMP46 LAKE PEIPUS 1242 AD** The story of the struggle between the Teutonic Knights and the powerful Russian city state of Novgorod. They clashed at frozen Lake Peipus. **\$30.00**

**MAA50 MEDIEVAL EUROPEAN ARMIES** Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised, how mercenaries were hired, the emergence of the first national armies; and how all such bodies of troops were organised, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri, and ranks of command & their titles. **\$19.95**

**MAA99 MEDIEVAL HERALDRY** An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. A must have for miniatures' gamers, it details the shield, tinctures, divisions of the shield, partition lines, charges, blazoning, surcoats, ailettes, **\$19.95**

**WAR1 NORMAN KNIGHT 950-1204 AD** 64 page book, with 12 pages of color plates. The book covers the rise and development of Norman Knights (ie, not a broad look at the Normans, but a detailed examination of Norman Knights.) Covers appearance & equipment, history, evolution of tactics, training. **\$24.95**

**CAMP44 PAVIA 1525** Pavia was the most decisive battle of the Italian Wars which raged almost continuously between 1494 and 1529, between Italy and France. In a titanic clash the French were smashed by the Imperial Army, King Francis I captured and the cream of his nobility slaughtered. Read about the demise of the armored man-at-arms & the rise of hand held firearms. **\$27.95**

**MAA279 THE BORDER REIVERS** Focuses upon the mounted English Border Reivers, elite troops who protected the English border from Scottish raids. **\$25.00**

**ELITE19 THE CRUSADES** An overview of the Crusades, their participants, battles, etc. **\$24.95**

**ELITE58 THE JANISSARY INFANTRY** The Janissaries were elite infantry serving in the army of the Ottoman Turks, serving as the backbone of the army. **\$27.00**

**MAA155 THE KNIGHTS OF CHRIST** Details the Knights of the Temple, the feared Templars; Knights of St John of Jerusalem, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas of Canterbury; German Orders, etc. **\$20.00**

**MAA259 THE MAMLUKS** In Europe the Mamluks of Egypt are remembered as so-called Slave Kings who drove the Crusaders from the Holy Land. They remained a great power for two and a half centuries, with a military tradition stretching back to the 8th century. **\$20.00**

**MAA105 THE MONGOLS** Examines the rise, history, warriors, armies, and tactics of the most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary. They crushed the Hungarian armies, and by February 1942 were on their way to Vienna, but something happened which caused them to cease their advance and leave eastern Europe, never to return. Plates by McBride. **\$19.95**

**ELITE9 THE NORMANS** It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily, and the Norman State of the Principality of Antioch, which played a large part in the Crusades. Arms, armor, tactics, and a detailed history are all presented. 64 pages, plates by Angus McBride. **\$24.95**

**MAA151 THE SCOTTISH & WELSH WARS 1250-1400** Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland, and many more before they were united under the one crown. **\$19.95**

**MAA210 THE VENETIAN EMPIRE 1200-1670 AD** The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had its own fleets, an extremely aggressive merchant empire (3,000 ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries). **\$19.95**

**MAA145 THE WARS OF THE ROSES** This was in fact a dynastic struggle between the English houses of York and Lancaster, really only involving the aristocratic families of those houses and their followers. A unique tactical study, for this war was one of the only ones in which both sides used longbows. **\$19.95**

## Gun Powder Era

**ELITE62 AMERICAN CIVIL WAR ZOUAVES** American Zouaves regiments, being filled with foreigners, based themselves on the fine reputation that had been built up by the French Zouaves. This book examines them in detail during the US Civil War. **\$20.00**

**CAMP2 AUSTERLITZ 1805** One of the most significant Napoleonic battles. Napoleon was cut off from his supply lines, and opposed by a joint Russian/Austrian army, yet he still managed to win. How did he manage such a feat? **\$27.95**

**MAA301 BOER WARS (I) 1836-1898 AD** The Boer Wars saw the Dutch settlers in South Africa, the Boers, crush almost everything the English and local Africans could throw at them. Gives heaps of detailed descriptions of battles & skirmishes, including wagon laager battles and small units of mounted Boers taking on thousands of Ndebele. **\$20.00**

**MAA303 BOER WARS (II) 1898-1902AD** The Boers manage to impose their authority over the black population by the mid 1890s, but by 1902 they were defeated by the British. **\$20.00**

**MAA294 BRITISH FORCES IN THE WEST INDIES 1793-1815** Uniforms, organisation & equipment of the British forces, including blacks, the West Indies, from 1793-815. **\$20.00**

**WAR19 BRITISH REDCOAT 1740-93** During the 50 year period covered by this study, the British army earned itself a formidable reputation as a fighting force. **\$25.00**

**Campaign: Culloden 1746** Follows the progress and final defeat of Prince Charles Edward Stuart of Scotland. He gathered

around him an army of loyal Highland clansmen and at first defeated the English. But finally the Scots launched their last charge. **\$30.00**

**MAA292 KING GEORGE'S ARMY 1740-1793 (3)** Uniform colors and organisation etc of the English army involved in the Seven Years War, the War of Austrian Succession, and War with France in America. **\$20.00**

**MAA296 LOUIS XV's ARMY (1) CAVALRY & DRAGOONS**

A substantial part of Louis XV's army consisted of numerous regiments of Guard Cavalry, heavy Cavalry, and dragoons. **\$20.00**

**MAA302 LOUIS XV's ARMY (2) FRENCH INFANTRY** Details the troops recruited from men born and raised in France. **\$20.00**

**CAMP41 RORKE'S DRIFT 1879** The most famous battle of the Zulu war against the British. Little more than 100 British soldiers and patients defend a hospital against almost 4,000 Zulus. After tremendous fighting, the Zulus abandon the battle. How did the British win? Read this extremely detailed book and you'll see. **\$30.00**

**MAA297 RUSSIAN ARMY OF THE SEVEN YEARS WAR (1)** Covers the Russian army from 1725 - 1740 and then into the seven years war, looking at uniforms, tactics, chronology, etc. **\$20.00**

**MAA293 THE RUSSIAN CIVIL WAR (1) THE RED ARMY** Uniforms, equipment and organisation of the Red Army during Russia's civil war, which raged from 1917-1926, including Red Army Shock troops. **\$20.00**

**WAR13 UNION CAVALRYMAN 1861 - 1865** Extremely detailed look at the training, development, equipment, uniforms, organisation and tactics of the Union Cavalry. **\$25.00**

**MAA281 US DRAGOONS 1833 - 1855** The US Dragoons were formed in 1833 to explore far and wide into the Western territory, & bear the arms of the Union. **\$20.00**

**CAMP15 WATERLOO 1815** A detailed examination of one of the most famous battles in history. Napoleon makes a comeback after escaping from exile, & tries to secure his empire once again. **\$27.95**

**WAR14 ZULU 1816 - 1906** The Zulus caused the British Colonial troops quite a scare in the late 1870s. But fire power eventually won the day. **\$25.00**

## WWI, WWII, & Modern

**CAMP5 ARDENNES 1944** Hitler's last desperate gamble - the Battle of the Bulge. **\$27.95**

**CAMP42 BAGRATION 1944** A very detailed account of the build-up to, and the battles involved with the Soviet Army's massive assault on the Nazi Army Group Centre, in 1944, code name Operation Bagration. Read how in two weeks the Red Army crushed Army Group Centre in Germany's worst ever defeat in WW2, with over 17 divisions completely destroyed. Hitler himself was largely to blame for the disaster. **\$30.00**

**WAR16 BRITISH TOMMY 1914-1918** This book looks in detail at how the British soldier lived, fought, and died during those horrible years of WW1. Weapons, tactics, uniforms, etc. **\$26.00**

**MAA300 FRENCH FOREIGN LEGION SINCE 1945** Follows the history of service and composition of Foreign Legion units throughout the world, including the Legion getting its butt kicked by the Viet in late 1940s and early 1950s. **\$20.00**

**ELITE63 GERMAN MOUNTAIN & SKI TROOPS 1939-45** One of the elite arms of the German forces during WW2, that has received little attention. This book gives them attention at last. **\$26.00**

**NVA7 IS-2 HEAVY TANK 1944-73** Follows the history of the development and action of the IS Soviet heavy tank, which first appeared in late 1943. **\$19.95**

**NVA1 KINGTIGER HEAVY TANK** Detailed look at development & action of Pz VI B. **\$19.95**

**CAMP16 KURSK 1943** Excellent blow by blow account of the largest tank battle in history, where the Germans launched their last and perhaps most stupid offensive in Russia. **\$27.95**

**NVA17 KV-1 & 2 HEAVY TANKS 1941-45** The Germans got two nasty shocks when they invaded Russia in 1941 - the T-34 and the KV-1 & 2. The latter had much thicker armor and was impervious to all German weapons except the 88mm. Eventually, German tanks and guns were able to deal with the tank's armor. **\$20.00**

**M2/M3 BRADLEY INFANTRY FIGHTING VEHICLE 1938-95** The US designed the M2/M3 Bradley to operate alongside the M1 Abrams, which is extremely fast and mobile. This book follows the design and development, and goes on to give detailed reports of the Bradley in action in the Iraqi war of 1991. Read how the Bradley outperformed all expectations. **\$20.00**

**CAMP1 NORMANDY 1944** Detailed account of the D-Day invasion by the Allies in 1944. **\$27.95**

**NVA3 SHERMAN MEDIUM TANK** The successor to the M3 Lee/Grant, the M4 Sherman medium tank was the primary Allied tank of the west in WW2. **\$17.50**

**NVA19 STUG III ASSAULT GUN 1940-1942** One of Germany's most powerful AFVs at the beginning of the war, it first saw action in France, where it fared well, but in Russia it eventually found itself outgunned by Soviet tanks. **\$20.00**

**NVA9 T-34/76 MEDIUM TANK 1941-45** The best tank of WW2 at the time of its inception. It gave the German's a hell of a scare, and inspired the Panther. By Steven Zaloga. **\$19.95**

**NVA20 T-34/85 MEDIUM TANK 1944-1994** The T-34/76 was upgunned to the 85mm calibre gun in 1944, giving the tank more than enough firepower to handle most German tanks, though still struggle against Pz Vs and Vls. Includes a gripping account of the famous Soviet tank commander who took out three King Tigers with his solitary T-34/85. **\$20.00**

**ELITE61 THE BRITISH GUARDS DIVISION 1914-45** Follows the British Guards in action in two World Wars. **\$27.00**

**NVA5 TIGER I HEAVY TANK 1942-45** The development, models, and action of the most feared heavy tank of WW2, the Tiger I, armed with that ubiquitous 88mm L56 gun. **\$19.95**



# WARGAMES

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Complexity Key

<b>Basic Games</b> * (Introductory Level)	<b>Intermediate</b> ** (Still good for beginners)
<b>Advanced Games</b> *** (Veteran gamers only)	<b>Master Games</b> **** (Too many rules)

## Solitaire Suitability

<b>Totally Unsuitable</b> For Solitaire Play #	<b>Fairly Suitable</b> For Solitaire Play ##
<b>Highly Suitable</b> For Solitaire Play ###	<b>Can Only Be</b> Played Solitaire ####

## Company Codes

ADG Australian Design Group	AH Avalon Hill
COA Clash of Arms	COM Command Mag (XTR)
FAS FASA Corp.	GAM Games Workshop
GDW Game Designers Wrkshp	GMT Not Get More Tanks!
GRD Games Research & Design	IRO Iron Crown Enterprises
JED Jedko Games	MB Milton Bradley Games
SDI Simulation Design Inc.	STE Steve Jackson Games
S&T S & T Magazine	SUP Supremacy Games
TAS Task Force Games	TGI The Gamers Inc
VIC Victory Games	3W World Wide Wargames
WES West End Games	WIZ Wizards of the Coast

## Beginner's Games

### JED Basic Training

An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. \$1.00

### JED Beginner's Guide to Strategy Gaming \*\*/#

A more comprehensive 55 page introductory book dealing with rules terminology & counter symbology, notes on solitaire play, multi-player grand strategy games, naval games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules. \$3.00

### JED Field Marshal \*###

A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. \$20.00

## Ancient Era

### AH Age of Renaissance \*/#

Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, and such personalities as Newton, Galileo, Gutenberg, Erasmus, Polo, Da Vinci, and Columbus appear to guide mankind to the threshold of a new beginning with startling discoveries in their respective fields. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22" x 32", three counter sheets, score pads, 64 history cards, etc. \$109.95

### Xeno Alexander's Generals \*/##

A magnificent game from Xeno games, this is the game of

Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun*. For 2 - 6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The sixty province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and triremes. Rules are nice and simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10, and skirmishes kill elephants on 7+ on D10. Players receive recruitment points from the provinces owned, and certain provinces provide certain troop types at a discount. 23"x25" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice. \$49.95

### 3W Barbarians 70 BC - 260 AD \*\*/#

A huge strategic game with 4 full sized maps covering the entire northern frontier of the Roman Empire, from the Rhine and Danube to the Black Sea. 1,000 counters represent legions, cohorts and auxiliaries for the Romans, warbands and mobs for the barbarians, including Sarmatians, Gauls, Vandals, and Goths. Great leaders such as Caesar, Trajan, Germanicus are represented. There are markers for burned villages, fleets, concealed movement, sieges, dummies, siege towers, bridges, & 18 tactical combat counters. There are 32 scenarios, but perhaps the most appealing is the Free Set-up scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. But come the 3rd Century, it will be hard stopping those Goths and Vandals. Special - \$45.00

### AH Britannia \*/#

A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard. \$55.00

### S&T183 Byzantium \*/##

Strategy & Tactics magazine 183 contains a magnificent game covering the high point of the Byzantine Empire, from the 8th century to the fall of Constantinople in 1204 AD. In this period the Byzantine Empire reached a pinnacle of military and political power. With a beautiful map and 280 great counters. \$25.00

### AH Civilization \*/#

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. \$85.00

### → Advanced Civilization

Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! \$65.00

### → Trade Cards

50 extra cards as included in the original game. \$10.00

### → Western Expansion Map

22"x11" mapsheet extension & African/Iberian AST. \$16.00

### GMT Great Battles of Alexander Deluxe \*\*/#

After the graphics revolution brought about by SPQR, GMT has been besieged by requests to update the game's graphics. After two years of work, they have created not just a graphic update, but a completely new look at Alexander's battles. Every single component in this Deluxe Edition has been updated or changed. Now has ten battles, with Granicus 334BC, Issus 333BC, Chaeronea, Arbela-Guagamela 331BC, Lynginus, Pelium, Arigaume, Samarkand, Jaxartes... With 720 SPQR style counters, 3 back-printed map sheets, etc. Quite suitable for solitaire play. The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. Ancient's gamer's delight! \$90.00

→ **Diadochoi** Allows players to fight some of the most vicious clashes of the post-Alexander era, from 323 to 281 BC. With 240 new counters (lots of elephants!), rules, scenarios. Battles included are Antigonus vs Eumenes 317BC at Paraitacene, Antigonus vs Eumenes at Gabiene, 316BC with lots of elephants on both sides, Demetrius vs Ptolemy 312 BC at Gaza, and Antigonus vs Seleucus 301 BC, at Ipsus. \$30.00

### AH Hannibal: Rome vs Carthage \*/#

A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others, as he leads his army of elephants and mercenaries. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals such as Fabius Maximus and Scipio Africanus. Your battlefield includes Spain, Africa, Italy, Gaul, Sardinia and Sicily. Can you succeed where Hannibal failed? Includes 2 decks of cards which bring out events and personalities of the period. Over 100 cards, mounted 22x32" mapboard, 132 political marker counters, 64 units & generals counters, etc. \$80.00

### AH History of the World \*/#

A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandoning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to China's Chou Dynasty, from Alexander the Great to the Mongols, Aztecs, Huns, Romans, Zulus, Vikings, Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. \$80.00

### GMT Julius Caesar \*\*/#

Volume 4 in the Great Battles of History series. 960 stunning counters giving each type of fighting unit of pre-Imperial, or Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. There are

special assault rules for fortified camps. Battles include Pharsalus in Thessaly, between Caesar and Pompey, with Caesar's cavalry outnumbered 7 to 1. Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! \$90.00

### → Dictator: Julius Caesar Module # 1

Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbric under King Boerix; & Chaeronea in 88BC,, Consul Sulla against Archelaus. \$30.00

### AH Kingmaker \*\*/#

Popular 2-8 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military Orinkman-ship, uneasy alliances & devious conspiracies. 23"x21" mapboard, 90 Event & 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. \$55.00

### GMT Lion of the North: 1631 \*\*/#

A game of the high renaissance using the superb system and unequalled graphics of the GMT SPQR system. Gustavus II Adolphus, the King of Sweden and Lion of the North, introduced Modern Warfare to the world, using rapid-firing artillery, fast-moving infantry, and hard-charging cavalry. Includes Smoothbore Fire Table, 480 counters, three maps, new extensive cavalry rules, artillery batteries, new shock rules to simulate the combined power of shot & pike. The two battles are Breitenfeld, in 1631, where the virtually undefeated Catholic army of the Hapsburg emperor and his allied Germans took on the army of Adolphus. And Lutzen, 1632, where an exhausted Swedish army was forced to attack a re-vamped Imperialist army. \$60.00

### AH Machiavelli \*/#

A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat your most careful plans by a treacherous stab in the back. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. (The last two are the only two chance elements in the game.) Powers included are Milan, Venice, Florence, the Papal States, France, Austria, Ottoman Turkish Empire. Mounted 22" x 32" mapboard, 520 counters, \$70.00

### AH Maharaja \*/#

A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities. Nations gain Victory Points in various ways - such as occupying specified areas of the map at specified times, eliminating the pieces of other nations and for having your leader proclaimed the Great King of India. Nations acquire additional armies through natural population increase and reinforcements. Game mechanics are simple, allowing players to concentrate on fast moving game play. Includes 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. \$65.00

### AH New World \*/#

2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. \$45.00

### VIC Peloponnesian War \*\*/#

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change alliances to try and recover the losing side's fortunes) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. \$75.00

### AH Republic of Rome \*\*/#

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! \$85.00

### GMT Samurai \*\*/#

Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jidai, the Age of Warring Daimyos, in the 16th Century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes counters of individual samurai who can challenge opponents to collect honor, and if you ignore the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, & are: Okehazama, Anegawa, Kawanakajima, Mikita-ga-Hara, Nagashino and Sekigahara. 850 counters, two backprinted 22x34" maps, rules, scenarios, etc. \$90.00

### GAM Samurai Card Game \*/#

Become a samurai warrior, surrounded by the intrigue, honor and treachery of the Sengoku period (1467-1568). Each samurai seeks to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. The player with the most honor points wins. For 3 - 6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. \$39.95

### MB Samurai Swords \*/#

Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warlords prepare for a



climatic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninja, but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. *Due Sept.* \$89.95

## GMT SPQR - The Roman Art of War

Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpions. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: 2 classic legion vs. phalanx battle fought between Rome & Macedonia on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from Great Battles of Alexander, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beaut counters. Has high solitaire suitability. \$85.00

→ **War Elephant 2nd Ed** It's back! You must have this module in order to play the other three SPQR modules, Consul for Rome, Pyrrhic Victory, and Africanus. Has 400 counters to cover the period 217 - 190 BC. Two famous battles are covered: Raphia 217 BC, where Antiochus the Great invaded Egypt intent on crushing Ptolemy, resulting in a huge battle of pike phalanxes; and Magnesia 190 BC, where Antiochus got whooped good and proper by the Romans. \$30.00

→ **Consul for Rome** A double sided map, errata and 12 page rules, that covers two battles. Trebbia, 218 BC, the first major battle of the Second Punic War, between Hannibal and Consul Sempronius leading the Roman legions. The 2nd is Metaurus, 207 BC, where Rome sealed Carthage's doom. \$30.00

→ **Pyrrhic Victory** Two more battles. First is Heraclea, 280 BC, where Pyrrhus of Epirus used elephants against Republican Rome (who had never seen them before). The other is Asculum in 279 BC, the result being Pyrrhus saying "If we defeat the Romans in one such more battle, we shall be totally ruined!" Two large maps and rules/scenario booklet. \$30.00

→ **Africanus** Supplement for SPQR with two battles: Baecula in Spain, 208 BC, Scipio against Hasdrubal; and the Battle of Ilipa in Spain 206 BC, with Scipio against Hasdrubal and Mago Barca. Includes a counter, sheet, maps, and scenario book. \$30.00

## S&T181 The Fall of Rome

A simulation of various crises in Roman History on a grand strategic level. The game covers several of these extreme crisis periods, from the 1<sup>st</sup> to the 6<sup>th</sup> centuries AD, when the likelihood of the Empire being destroyed was at its greatest. These were periods of internal strife and external invasions, culminating in its destruction in the 5<sup>th</sup> Century. 280 back printed counters and large color map. \$27.00

## COA The King's War

A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, Covers walled towns, fortresses, sieges, regional politics, weather, the clubmen, revolts, recruitment, Scottish intervention, etc. 22x34" map, player aid maps, charts, rules. \$60.00

## MAY The Settlers of Catan

This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on a remote island by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. \$60.00

## COA Zorndorf

It is 1758, and a turning point in the Seven Years War. For the first time Austrian, Swedish and Russian forces posed a threat to the heartland of Prussia. On 25th August, near the village of Zorndorf, 43,000 Russians and 36,000 Prussians fought one of the most savage battles of the war. For nearly 10 hours they hammered each other, but neither would yield, although the Russians suffered 50% and the Prussians 33% casualties. With rules, 3 22x34" maps, over 200 counters, lots of scenarios, and historical commentary. \$50.00

# Napoleonic Era

## COA 1807: The Eagles Turn East

1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters representing every major commander individually rated, brigades, divisions, corps, artillery, regular or light cavalry, & infantry. \$75.00

Art of War Magazine # 232. Includes a module for 1807. \$7.00

The Art of War Magazine # 25 Clash of Arms magazine. This issue contains a narrative history for 1807. The Eagles Turn East. \$4.00

## 3W Battle Of The Alma

The first major battle of the Crimean War where the Russian commander boasted he could hold his position for at least three months. The first combined British and French frontal assault on the bluffs suffered horrendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. Special - \$25.00

## AH Blackbeard

An extremely fast paced 1 to 4 player game of the high days of pirates. Medium complexity, with high solitaire capabilities. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in

the way, such as warships, storms, scurvy, mutiny, etc. Game includes two mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. \$85.00

## PAC Blood & Iron

Between 1848 and 1871 Prussia, guided by Otto von Bismarck, became the dominant nation in Europe. This game shows the campaigns which one after another shaped the might of Imperial Austria and enabled Bismarck to unite Germany into a world power under Prussia's leadership. Has easy to learn game system and scenario-specific enhancements which simulate the changing technology that shaped combat. With 600 backprinted counters, 2 full color maps, rules, and six scenarios. Special - \$35.00

## AH Empires In Arms

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. \$80.00

## AH Enemy in Sight

An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, rake the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Blockades, Fire Ships, Running Aground, and Weathergauge all play a role in a constantly evolving naval battle reminiscent of Horatio Hornblower. Simple rules, 40 counters, 176 color cards, for 2 - 8 players. \$40.00

## GU Friedland

A stunning game by a new company, Games USA. This wargame has a miniature's feel, with unit counters of divisions being 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. The battle is Friedland in 1807, between Napoleon and the Russians under Bennigsen. Features every major corps, wing and army leader, units are divisions and brigades for infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With five scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, provide fog of war. With middle complexity rules, 380 counters, 18"x26" colorful area movement map, rules, scenarios. Recommended. Special - \$40.00

## COA Jena

1806AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victories of Jena and Auerstaedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 3 34"x22" maps, 420 counters, rules, combat chart, offboard movement track. \$50.00

## COA Kolin

In June of 1757, Frederick the Great and his highly trained army of Prussia, collides with the veteran troops of Austrian Field Marshal Von Daun. Frederick suffers his first defeat in one of the most vicious battles of the Seven Years War. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic descendants. With 420 counters, 3 34"x22" maps, standard and special rule books, charts, tables, historical commentary. \$55.00

## COA La Bataille D'Espagnol - Talavera

A simulation of the culminating battle of Wellesley's 1809 counter offensive against the French in Spain. The game is played on a 17"x22" period maps over which a hexagonal grid has been laid. Each hex is 100 meters. There are over 700 counters, infantry being regiments or battalions, cavalry in regiments, and artillery in batteries. Excellent historical commentary. \$30.00

## COA La Bataille D'Albuera-Espagnol

A simulation of the hardest fought battle of the Peninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, much rid the field of their enemies, thereby lifting the siege of Badajoz, capital of Estremadura. All of western Spain hangs in the balance. With 34x22" map, 400 counters. Special - \$30.00

## COA La Bataille de Corunna-Espagnol

1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is not so much the condition of his army, but that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. Special - \$30.00

## COA La Bataille de les Quatre Bras

The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armees to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. \$70.00

## COL Napoleon

Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuver about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, so your enemy does not know what your units are. When units of opposing sides meet, the pieces are placed on a battlefield board, and the battle is resolved. For two or three players, with updated 3<sup>rd</sup> ed rules. Printed in 1994. \$45.00

## COA Napoleon at Leipzig

His Grande Armees shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most stolid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc. \$45.00

## SPI Napoleon's Last Battles

June 1815 finds a triumphant, but beleaguered Napoleon again on the throne. Napoleon is outnumbered and virtually surrounded; his only chance to maintain the throne and the position of France is to gain a significant military victory. So Napoleon decides on an offensive designed to destroy two of his opponents and drive the English from the continent. The game includes Ligny, Quatre Bras, Wavre and La Belle Alliance. With leaders, brigade level units, campaign game and 7 scenarios. 340 counters, 24 page rules, 2 beautiful 22"x34" maps which list all unit set-up locations and reinforcements. \$36.00

## COL Quebec 1759

A unique strategy game depicting the historic campaign and battle between French and British forces for control of North America. The game is played on a 32"x11" colorful mapboard with wooden counters which represent the actual regiments, militia, indians, and naval forces that served in the campaign. If strategic cunning is your forte, Quebec 1759 gives you the chance to restage this dramatic event and influence its outcome. As the British you must launch a successful assault across the river to invade French territory, and you can make feints to keep the French player off his toes. With 50 wooden pieces giving fog-of-war, withsimple rules and set-up so you can set-up and play within 5 minutes. \$36.00

## DEC Rebels & Redcoats Vol 1

Covers four battles in the American War of Independence. The game system simply but accurately recreates the battlefield conditions with a move-fight-rally play sequence to simulate the grand tactics of the American Revolution. Additional rules cover command control, morale, artillery, light infantry and dragoons. Each battle is represented by its own units and map along with exclusive rules to recreate the unique conditions of each battle. Famous leaders are included. Battles include Bunker Hill, Monmouth, Brandywine Germantown, etc. 440 counters, 2 22x34" maps, 16 page rules, 2 player aid cards. \$36.00

## DEC Rebels & Redcoats Vol 2

A complete game covering eight more battles in the American War of Independence. Rules are the same as Volume 1, and the battles include Cowpens, Guilford Court House, Eutaw Springs, Hobkirk's Hill, etc. Includes 360 counters, 2 22x34" maps, 16 pages of rules, dice, player aide cards. \$36.00

## PAR Risk Deluxe

Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. \$70.00

## JUM Stratego

One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. Sounds simple, but perfecting a strategy that protects your Flag while trying to kill the enemy Flag will take dozens of games! The game comes in several formats, as below:

## Stratego Travel

A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example. \$25.00

## Stratego Compact

A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases. \$30.00

## Stratego Original

This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture. \$50.00

## Stratego 4

There have been a lot of people waiting for the release of this one! This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the number soldier's rank inside them, so enemy on your flanks can't see the rank. You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plastic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress. \$80.00

## GMT The Battles of Waterloo

Modern warfare's most famous battle. Do you go to take Hougoumont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen and features five scenarios: Quatre Bras where Ney tried to seize the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont St-Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps. \$80.00

## AH War & Peace

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1800 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards)



featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. \$60.00

## COL War of 1812

In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. This game gives you the chance to achieve a significant victory. With a full color 32"x11" period map with town to town/lake to lake movement system; fifty wooden pieces with a sticker on one face to give fog-of-war, and simple rules and set-up so that you can be playing within ten minutes from starting set-up. \$36.00

## AH We the People

An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. \$85.00

## AH Wooden Ships & Iron Men

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! \$60.00

# American Civil War

## VIC Across Five Aprils

Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3-4 hours. Very high solitaire suitability. Each turn represents 45-90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. \$75.00

## COA Autumn of Glory

A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattanooga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. The strong Union forces begin poised to sweep the board. The weak Confederate forces must remain flexible and hang on until help arrives. With a 22"x34" map, 240 counters, two rulebooks, etc. \$40.00

The Art of War # 23/24 Includes a complete expansion for Autumn of Glory, including 140 counters. \$7.00

## COL Bobby Lee

Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east, focusing on the one hundred miles between the two rival capitals of Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. \$52.00

## AH Geronimo

As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyenne, Comanche, Blackfoot, Arapaho, etc. Arrayed against this fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, galling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Add the effects of Smallpox, Federales, Texas Rangers, tribal wars, and corrupt Indian agents, you begin to understand why Native Americans refer to the forty year period of 1850 to 1890 as the Trail of Tears. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. \$75.00

## SPE Gettysburg: Three Days in July

By Speer Games, this is the most visually appealing and playable game of the Battle of Gettysburg in the American Civil War. With a stunning 21" x 37" mounted mapboard of Gettysburg, Pennsylvania, and surrounding area with hex movement and 137 one inch plastic standup pieces, with a flag on one side and the unit on the other, to give fog of war, representing every infantry, cavalry and artillery unit present at the battle. 16 pages of rules are easy to follow, and players record damage to units on unit score pads provided. Also has various play aid cards and tables. Weighs over 2.2 kg! Crazy Special \$48.00

## GMT Glory

Covers three battles, First Manassas, Second Manassas and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; highly suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. \$70.00

## AH Here Come the Rebels

The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. \$60.00

## COA Lees Takes Command

A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. \$37.00

## AH Roads to Gettysburg

Covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war, a decisive military victory on northern soil in the summer of 1863 could bring the war to an end and gain independence for the Confederate States of America. As the Union General Meade, you have to catch this army and crush it to end the war. By the time this Gettysburg campaign is over, some 50,000 men will

die. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. Game play includes a command radius, various types of actions, unit activation, etc. \$75.00

## COL Sam Grant

Brings to life the most dramatic event in American history, the Civil War. The game covers the war in the western theater, focusing on the three year struggle for Alabama, Georgia, Kentucky, Mississippi, and Tennessee. Rules link to Bobby Lee as well. The historical campaigns included are Shiloh, Vicksburg, Chickamauga, and Atlanta. Features a superb full color 22"x25" map, 84 wooden counters that provide step losses and fog of war. \$60.00

## AH Stonewall in the Valley

The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he out-maneuvres all three, taking them on individually, defeating them all and sending them fleeing from the Confederate's bread basket. With three beautifully hand painted maps based on Civil War originals, with roads, pikes, trails, railroads, villages, mountains, and waterways. \$70.00

## AH Stonewall Jackson's Way

Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. Game 1 link-up with future releases. 520 counters. \$85.00

## AH Stonewall's Last Battle

The Chancellorsville Campaign. The Union General Hooker crosses the Rappahannock and threatens Lee's flank with 83,000 troops, near a wooded crossroads name Chancellorsville. Lee sends Stonewall Jackson to flank march through the Wilderness and fall upon Hooker's rear, shattering the Union XI Corps and causing Hooker to retreat. With such odds against you, can you do the same and pull off a miracle? With 22"x32" mapsheet, 260 counters, charts, etc. \$65.00

## COA The Army of the Heartland

During the four bloody years of the American Civil War, many of the most important campaigns occurred in the West, the "heartland" of both sides. It was here that the rebel Army of Tennessee poured out its blood; Johnston bleeding to death in a Shiloh peach orchard...the fruitless victory at Chickamauga. With over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. \$60.00

## VIC The Civil War 1861 - 1865

A grandiose game that encompasses both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. \$65.00

## GMT The Three Days of Gettysburg

This game is the most stunning American civil war game I have seen. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, seven scenarios, Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great. Fatigue rules. Very playable. \$99.00

## Xeno This Hallowed Ground

The American Civil War in the style of Axis & Allies, by Xeno Games. Contains a light card 22"x34" color map, 104 plastic pieces that represent 6 different troop types for both Confederate and Union: armies, cavalry, leaders, recruits, Veteran infantry, elite infantry. The plastic figures are about 23mm high and are very high quality. There are also 140 counters representing ships, forts, entrenchments, 119 counters, 70 mini poker chips to represent stacking, 10 dice, simple rules, which cover: naval units, entrenchments & forts, railroads, command control, bombardments, recruitment, Union blockades, blockade runners, Confederate raiders, and Indian uprisings. \$60.00

# World War One

## AH Colonial Diplomacy

A stand alone game of Colonial Diplomacy, using all of regular Diplomacy's rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! \$100.00

## AH Diplomacy

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! \$65.00

## ADG Fatal Alliances II

A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandinavia Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th Edition to play this module. \$30.00

## COA Home Before the Leaves Fall

This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the

Retreat from Mons, and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34"x22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario book with historical commentary. \$110.00



## AH Knights of the Air

Recreates the deadly combat of WWI air war. Each airplane in this game has been researched to present the same strengths, weaknesses and idiosyncrasies it demonstrated in real life. To win you must master your aircraft and exploit your opponent's aircraft's unique flaws. With color 22"x32" mounted mapboard, manoeuvre cards, large performance cards for each plane type, counters, dice, rules. \$50.00

## COA Landships

Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918.. \$45.00

The Art of War Magazine # 25 Advanced Rules for Landships \$4.00

## AP The Great War at Sea Vol I

This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austri-Hungary, Turkey, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios recreate naval actions in the Mediterranean, and range from small actions to a massive campaign game covering the whole war in that theatre. With 8 pages of rules, 280 1/2" inch counters and 180 1" counters, three maps. Fantastic. Special - \$50.00

## PAN Warlords

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! Special - \$2.00

# World War Two

## AH Advanced Third Reich

A comprehensive study of the battle for Europe and North Africa. Components include two painted 22"x31" mapsheets with 1" large (60 mil) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, etc. \$90.00

## → Empire of the Rising Sun

The Third Reich rules for the war in the Pacific. This can be played with Third Reich or as a complete stand alone game. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich, five counter sheets, 2 22"x31" mapsheets, etc. \$99.00

## MB Axis & Allies

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. \$90.00

## The World At War

By Xeno Games, this is a deluxe Axis & Allies expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rules may be used with either 1" or 2" ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to see where all the countries etc are. More territories have been added, the Germans can build SS troops; there are rules for cruisers and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed! \$55.00

## JED Europe at War

A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval



# 40 - Wargames: Advanced Squad Leader

assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). \$20.00

## AH Naval War

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An amusing beer 'n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destroyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. Ideal for 3 to 6 players. \$25.00

## GMT Operation Mercury

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In the Spring of 1941 the German blitzkrieg crushed the Balkans, and rapidly overran Yugoslavia and Greece. The Allied forces retreated to Crete, and Hitler was pressured to take the island a.s.a.p. so that the Allies could not keep airbases there, as it was May and the invasion of Russia was set for June. So he sent in his crack Paratroop units and a Mountain Division. Includes 400 counters, including Australia and New Zealand, 2 22x34 mapboards, dice, etc. \$60.00

## ASL Squad Leader 4th Edition

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An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, mortars, flamethrowers, cave charges, AT guns, and so much more! \$70.00

**Cross of Iron** An east-front expansion for *Squad Leader* that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. \$55.00

**Crescendo of Doom** Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards, 1324 counters. \$65.00  
**GI: Anvil of Victory** Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. \$80.00

## ASL Up Front

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This is a simplified adaptation of *SQUAD LEADER*, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. Components include 322 illustrated colour cards, and 304 counters. \$50.00

## ADG World In Flames Deluxe 6th Edition

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Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategic decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended. \$160.00

**World In Flames Classic** Previous edition. \$80.00

**DAYS OF DECISION II** A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts. \$70.00  
**PLANES IN FLAMES GOLD EDITION** (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (I), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (I), etc. Special \$20.00

**FATAL ALLIANCES II** World War One add-on for WIF. See description under WW1 heading. \$20.00

**ASIA AFLAME Gold Edition** Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. Other additional rules include artillery units, AT gun units, tank destroyers, field artillery, rail guns, amphibious units, minisubs, etc. Special \$30.00

**THE 1994/95 WORLD IN FLAMES ANNUAL** This 72 page Annual includes a free new expansion kit, *Mechs in Flames* including 200 full color counters (WIF counter sheet # 3). There are 72 pages on WIF, Pif, Sif, Asa, Afa, Mif, DoD II, including players notes & hints on play, Mahan 101, Wif/DoD II after action report, Fracturing the French Front puzzle, 1939-46 Wif/DoD II campaigns, complete & up to date errata, etc. \$30.00  
**SHIPS IN FLAMES** Provides very fleet carrier, light carrier, battleship, battlecruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. Allows you to expand WIF with hidden task forces, integrated submarine and naval warfare, separate carrier planes, technology advances, range, speed, separate attack & defense factors, transports, etc! 1000 counters, Task Force Display, rules. Special \$20.00

# Advanced Squad Leader

## ASL ADVANCED SQUAD LEADER

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This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! \$90.00  
**ASL ANNUAL '91** 64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the

scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfest, and details of the German PzKpfw Maus with counter art. \$30.00

**ASL ANNUAL '92** 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. \$30.00

**ASL ANNUAL '93 Part A** 80 pages with scenarios and articles on ASL. More details next catalog. \$20.00

**ASL ANNUAL '93 Part B** 48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days of fighting on Guadalcanal. Also covers the Canadians in ASL, reference notes, & a new fortification - Pacific Tiger Traps. Includes a card map lift out for the campaign game. \$22.00

**ASL ANNUAL '95** Avalon Hill finally released the '94 ASL Annual, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, comprehensive Q&A and errata, minimizing the effects of routing, Normandy scenarios notes, \$45.00

**ASL ANNUAL '96** The latest ASL Annual, featuring an article on snow in ASL, moving, motion, and non-stopped status, Atlantic '93 Scenario Analysis, tips on cave and cave complex setups, and full of new scenarios, etc. \$35.00

**BEYOND VALOR MODULE 1** Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. \$90.00

**PARATROOPER MODULE 2** This module introduces the advanced mechanics to *SQUAD LEADER* players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. \$50.00

**YANKS MODULE 3** Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. \$90.00

**PARTISAN! MODULE 4** Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (excl minor infantry & support weapons), plus two 8"x22" mapboards (#10/32). \$40.00

**WEST OF ALAMEIN MODULE 5** An expansion set that features the British army, with 1264 counters representing everything from the 2ndpr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blindness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. \$99.00

**THE LAST HURRAH! MODULE 6** Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia (one has Polish Union cavalry tackling Panzer IIA's from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). \$40.00

**HOLLOW LEGIONS MODULE 7** This package presents the Italians: whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. \$50.00  
**CRUISED MODULE 8** Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. \$95.00

**GUNG-HO! MODULE 9** Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. \$99.00

**CROIX DE GUERRE (Cross of War) MODULE 10** This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. \$80.00

**RED BARRICADES HISTORICAL MODULE 1** We decided to stock this module again due to sudden demand after the success of *Kampfgruppe Peiper I*. The mapboard, 31"x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, Cellars, AT ditches, Soviet Molotov Projectors and the StuG 38B. Includes three separate Campaign games for street fighting. \$60.00

**KAMPFGROPPE PEIPER 1 HISTORICAL MODULE 2** A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs, and has been painstakingly researched to ensure a maximum of historical accuracy, with roads, buildings, streams, etc. Elevations vary from -2 to +N. Contains over 400 counters, 4 scenarios, the Campaign game (including scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides, and rules for running campaigns such as this one. \$75.00

**KAMPFGROPPE PEIPER II HISTORICAL MODULE 3** A companion that expands upon the MODULE 2. Includes update to Chapter P with several new terrain types; three different campaign games covering the entire battle. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. No more suicidal charges at the last turn of each scenario! Six scenarios use small portions of the two maps, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. \$80.00

**PEGASUS BRIDGE HISTORICAL MODULE 4** The gliderborne D Company, 2nd Oxfordshire and Buckingham Light Infantry

seize a key bridge over the Caen Canal in Normandy. This elite company must hold the bridge until relieved. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With on 22"x32" map, Chapter O, 224 counters, new vehicles, 6 scenarios. \$60.00  
**SOLITAIRE ASL SOLITAIRE MODULE 1** ##### Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. As the German, you can also fight against Partisans. Unknown enemy units are represented on the mapboard by the presence of Suspect? markers, which could be dummies or nasty surprises! Random events each turn can also bring on reinforcements. With 14 new scenarios, 260 counters, generation cards, Chapter S. \$70.00

**ASL ACTION PACK # 1** This pack contains ASL Boards # 42 and # 43 as well as eight new scenarios specifically designed for use with these new boards. The actions in these battles span the length of the war - from 1939 to 1945 - and the length of Europe - from Poland to Sicily, from Russia to France. Also has a color coded playing aide to help you through the somewhat complicated OBA section of Chapter C. \$40.00

## ASL & Squad Leader Boards

The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G. \$12.00

# Critical Hit

## Approved ASL Supplements

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit*, released twice a year. They also produce a range of ASL products such as scenario packs. If you are an ASL player and wish Avalon Hill released a lot more titles, then this range will make you very happy! (It's also a lot cheaper than the ASL Annual!)

**Critical Hit Magazine Issue # 1** 32 pages of articles for ASL. Scenarios include British & Canadians against the SS in 1944, the Germans try to sieze Balta from Soviets in 1941, an American assault upon a line of Japanese pillboxes and trenches in 1943, an engagement on the Normandy DD Beaches, a Tiger I assault upon prepared Soviet positions in 1943, etc. \$16.00

**Critical Hit Magazine Issue # 2** Eastern Front Special Issue; featuring Siberian ski-troops, tips and variety for Red Barricades, & scenarios covering the Western Ukraine 1944, Siberian ski troops in action in 1942, Canadians against Germans in 1945, the Japanese invade Guam in 1941, a final push by the Germans into Stalingrad, Poland 1939, a Blitzkrieg assault, etc. \$16.00

**Critical Hit Magazine Issue # 3** 60 pages of articles and scenarios for ASL. Includes a gripping battle between SS Germans and Polish assisted by a solitary British Daimler armored car in 1944 in Holland; Aussies come under intense Japanese armor and infantry attacks in Malaysia 1942; two SS Panthers toast six Shermans in France 1944 (unless you can save them!); an armored clash between Soviet Guards and the Japanese in Manchuria in 1945, etc. \$16.00

**Critical Hit Magazine Issue # 4** 46 pages of articles for ASL. Includes an article for conducting armored assaults, focusing on armored infantry, ten scenarios ranging from May, 1941 Russian front with Russian paratroops, Hungary 1945, Egypt 1942, etc. historical commentary from WW2 participants; articles regarding tournaments; strategy ideas; new item reviews, etc. \$16.00  
**Critical Hit Magazine Issue # 5** 48 page magazine full of articles for ASL, as well as 12 ASL scenarios. Articles include using obstacles effectively, scenario design, scenarios including Israel vs Egypt in 1948, the last German armor assault in Russia, Poland 1920, the all-time famous battle where the German Tiger I Commander Wittmann almost single handedly destroyed over 50 British tanks and halftracks. \$20.00

**Critical Hit Magazine Special Edition** This is a superb production. Features 10 counters (needs mounting on cardboard), a light card sheet of a village, a vernacular version of Chapter F, designed to encourage ASL players to game in North Africa; ten scenarios; an article on desert tactics; details on the Finnish army; an article on Tiger tanks in Tunisia, etc, with a scenario of the Tiger I's first combat action in Tunisia. \$25.00

**Critical Hit Magazine Issue # 7** Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an indepth look at para-drops, play notes on the Canadian army, scenario replays, etc. \$26.00

**ASL Platoon Leader 2.0** Includes five complete campaign games, with complete campaign game rules, ready to slip into your ASL rulebook, and all the scenario details required to run the battles. The campaigns are the British against the Japanese in 1945 in Burma, the invasion of Vichy-French North Africa by US and British forces, a savage Finnish/Soviet battle in 1939, Japanese against US Marines in 1943, and the Australians against Rommel in Tobruk. Includes the campaign game Primosole Bridge, which depicts the fight for the bridge called Primosole in Sicily, 1943, between German and British paratroopers. Includes campaign, new rules, color overlays, etc. \$19.00

**ASL Cemetery Hill** You must own *Platoon Leader* to use this campaign. A brand new campaign depicting the fighting on Crete between the Greek and New Zealand troops and the German Fallschirmjager the Galatas Hills; including professionally printed color overlays, a new reinforcement group chart, scenarios, etc. \$13.50

**Armored Stand - Platoon Leader Pack II** A campaign game for *Platoon Leader* listed above. Depicts the battle for San Manuel in the Philippines of 1945. You can command the units of the late-war Japanese 2nd Tank Division in its battle against the American 25th Infantry Division and support units. You can play two short campaigns or one monster campaign. Includes new terrain features such as palm trees, a cemetery, etc. \$16.00

**OAF (On All Fronts) Pack I** Has ten scenarios, including a Soviet T-34 counter attack against a German Tiger I advance, the American 82nd Airborne verses SS Panzergeradiers, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942







# 42 - Wargames: Eastern Front - Post World War 2

Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (5 being solitaire) are provided, each featuring one or more fighter aces. There are 40 aircraft types, including Polish PZL11, French Potez 63 and Dewoitine D520, German ME109, FW200, British Hurricanes and Spitfires, plus US and Italian aircraft. Missions range from tank busting to dogfighting to bomber intercepts. \$50.00

## APL THE INVASION OF ITALY

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Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. Included are US parachute drops, Luftwaffe guided bomb attacks on Allied warships, divisional level leaders, special breakthrough combat and repair and use of on-map airfields. Scenario operations include dropping the US 82nd Airborne Division behind the beaches in direct support of the landing or conducting off-map the planned drop on Rome in support of the Italian forces holding the city. 700 counters, 22x34" map. \$44.95

## 3W THE LAST BLITZKRIEG

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A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. 300 counters, rules, charts, 34"x22" map, cards. \$35.00

## GMT THE RISE OF THE LUFTWAFFE

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Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or P-11cs with the Poles. Also has FW-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railways. \$55.00

**EIGHTH AIR FORCE** An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. You are given the major fighter and bomber aircraft flown by the German, British, Russian, and USA air forces. You will experience the dawn of the jet age with the introduction of the German Me-262 and Me-163; the pressure of leading British Lancaster heavy bomber formations at night; etc. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, 8 target area displays, etc. \$65.00

## 3W TO THE FAR SHORE

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It is June 6, 1944. Allied aircraft fill the skies, allied navies sweep the sea lanes, and a huge armada filled with allies and soldiers crosses the channel to invade France. 17 types of terrain, turns of 2 days, weather, fatigue, morale, command control, AT fire, mine sweeping, shore batteries, reaction movement. With realistic & detailed invasion rules. 500 counters, 2 maps. \$50.00

## JED VICTORY AT SEA

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A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short 'n' sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. \$30.00

## COL WEST FRONT

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This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. 6 scenarios, stunning 22"x34" mapboard, etc. \$90.00

**EURO FRONT** This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for each year of the war are included.. \$40.00

# Eastern Front

## SPI BARBAROSSA

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A corps-level recreation of WW2 on the Eastern Front. Two large maps show the entire Eastern Front from Archangel south to Astrakhan and east to Baku. A unique command system allows for both limited intelligence and for players to hand-tailor their own corps and upgrade them during the game. Includes naval, air, partisans, and German troop commitments to other fronts. The game includes a Campaign scenario and three short scenarios. With 32 page rules, 800 counters, 2 maps, dice, counter tray. \$36.00

## TGI BLACK WEDNESDAY

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It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly anointed 63rd Guards Rifle Division lead the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st Red Banner Tank Brigade. Following the intense Soviet assault on the dug-in Spanish, the Germans counter-attacked en masse. With individual vehicles and infantry platoons, 1040 counters, 2 x 22x34" maps, series and game rules, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. \$75.00

## AP BLOOD ON THE SNOW

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A frozen hell. A war like no other war. The battle of Suomussalmi in the winter of 1939-1940 pitted a single, hastily raised and poorly equipped Finnish division against two full strength Soviet Divisions armed with more than 90 tanks. The Soviets were not equipped, however, for a war in sub zero temperatures against an enemy capable of living off the land and moving swiftly over

the snow. A challenging game with low to middle complexity with five scenarios, stunning snowy map, 140 counters. \$22.00

## COA BORODINO '41

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The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisions reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severely that within five days they lost half their tanks and had to dissolve one SS regiment - with only taking Mozhaisk. But this time more Soviet reinforcements has arrived. 280 counters, maps, rules, etc. Special \$30.00

## COL EAST FRONT

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This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters, red blocks with khaki stickers for the Soviets, and grey blocks with black or grey stickers for the Germans. The counters provide step-reduction as the unit takes losses (you rotate the block to the next lower value), and the counters also provide fog of war, as you only see your opponents strength when one of you attacks the other. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a great game, of the most challenging theatre of war in WW2. \$90.00

**East Front Rules** Just the rules and charts. \$10.00

**VolgaFront** This expansion allows players who own EastFront to simulate the planned Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard and extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingrad, and forces the Soviet player to defend against this potentially fatal thrust. With 11"x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. \$30.00

## GMT LOST VICTORY KHARKOV 1943

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It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dnieper, with only a thin grey line to stop it. Hitler put Manstein in charge of the defense. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; many different combat types; and special rules for weather, recon, reaction, HQs, fuel depletion, uprisings, etc. With 450 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. \$65.00

## AH PANZERBLITZ

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The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are accurate symbolizations of the platoon and company sized units which fought on the Eastern Front in World War II. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. \$60.00

## JED RUSSIAN CAMPAIGN Series II

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Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crushingly momentous of blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. \$25.00

## AH RUSSIAN FRONT

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Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses) and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual, and die. \$65.00

## 3W SPIES OF THE KREMLIN

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Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter offensive. Four months of action are covered in 2 day turns, and there are 16 scenarios and the campaign game. Units are battalions, brigades and divisions. 3 maps and over 1,000 counters. \$60.00

## GMT TYPHOON Drive on Moscow 1941

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In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintegrate as expected. Instead, their huge losses were reinforced by Siberian and other reserves numbering 1.2 million. With 960 counters, three 22x34" maps, six scenarios. \$80.00

## AH TURNING POINT: STALINGRAD

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Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). \$50.00

# Pacific Theatre

## AH GUADALCANAL

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The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first Allied offensive in the

Pacific, the Battle of Guadalcanal, November 1942, all took part where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, when in August the US took an air-strip on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search & one battle), six scenarios, excellent visual aids such as Operations Cards, 356 counters, & easy to learn rules. Thoroughly recommended. \$70.00

## AH MIDWAY 2nd Edition

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After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S. navy to its doom. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. \$45.00

## VIC PACIFIC WAR

\*\*\*\*/##

This is a big game of the whole war in the Pacific, with fully integrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! \$100.00

## VIC TOKYO EXPRESS

\*/####

A solitary game of desperate nightly naval battles fought off Guadalcanal in '42. The US Player must select and employ task forces to hunt down Japanese merchant ships, but must be wary of prowling enemy warships. Five nightly major surface actions were fought between August and November, between these Japanese "Tokyo Express" runs, and the blockading US warships. With 3 levels of complexity, a 2 player game option, 676 counters, 1 22"x32" map, 120 cards. \$80.00

## AH VICTORY IN THE PACIFIC 2nd Edition

\*/#

This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamin' faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. \$55.00

# Post World War Two

## AVA ACQUIRE Deluxe Edition

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Not really a wargame, but I thought I'd put it here anyway. Acquire is a famous and popular game that has been re-released by Avalon Hill in a deluxe edition. It is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth. Supplementing this time honored basic game are the addition of five new variations to provide new challenges to veterans of the financial wars. With 14x22" color mounted mapboard, 3 sheets of hotel counter sheets, 7 sets of stock certificates, play money, etc. \$60.00

## AVA AIR BARON

\*/#

A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Profits are made every turn, and anyone can get lucky and shoot ahead. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes lovely mounted mapboard, 36 plastic planes, play money, simple rules, two counter sheets. Good quality game. \$75.00

## GMT CRISIS SINAI 1973

\*/###

In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. \$75.00

## AH IDF - Israeli Defense Force

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Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraqi, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. \$90.00

## COL Mid-East Peace

\*/#

Challenges you to bring peace (on your terms) to the region of the Middle East in a one to three hour game, with or without the help of your 1 - 5 opponents. This is an exciting game of pure skill, there are no dice. You must balance the skills of the diplomat, the economist, and the general. The game can end in peace or it can end in war. You control the destiny of one Mid-East country. Includes randomly placed oil supplies for each game, UN Voting, peacekeeping forces, superpower interventions, clear and concise rules, full color mapboard and card playing pieces. \$23.50

## AH Stock Market Guru

\*/#

Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions. \$60.00

## TGI YOM KIPPUR

\*/###

In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces



of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile. With a 22x34" map, 280 counter counters, series and game rules, 6 scenarios from 3-10 hours each, etc. \$55.00

## World War III

### VIC FLASHPOINT: GOLANI! \*\*\*\*##

The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). Originally \$80.00 - please - buy a copy & give it a home! \$35.00

### AH FLIGHT LEADER \*\*/###

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). \$50.00

### AH M.B.T. \*\*/###

Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x32" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. \$70.00

# Science Fiction BattleTech

### FAS BATTLETECH 4<sup>th</sup> Ed \*\*/###

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighborhood space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. BattleTech has now been released as a 4<sup>th</sup> Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32 pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types. The advantage of this set over the 3<sup>rd</sup> Ed is simply that you do get 24 different mech types, and two counters of each, whereas the 3<sup>rd</sup> Ed only gives two each of 14 types of mechs. \$45.00

**BattleTech Compendium: The Rules of Warfare** Contains all the rules needed for BattleTech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs: including a new Axeman with twin LRMs, a Clan Hunchback IIC with jump jets and twin Ultra AC/20s, a map of the Innersphere. \$29.00

**BattleLance Miniatures Rules** This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. \$4.00

**BattleTech Map Set #2** 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the CityTech & BattleTech maps. \$27.00

**BattleTech Maps Set #3** Contains eight 18"x22" map sheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. \$27.00

**BattleTech Map Set #4** Contains eight more 18"x22" map sheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. \$27.00

**BattleTech Map Set #5** Contains eight more 18"x22"

map sheets, featuring two each of a large mountain, deep canyon, open terrain, moonscape. \$27.00

**BattleTech Tactical Handbook** An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech unit. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. \$19.00

**Black Thoms** Based on the events in the novels *Main Event* and *DR7*, this book includes a history & game info of the Black Thoms. \$16.00

**CityTech 2nd Edition** This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTech Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. \$45.00

**CityTech Plastic Mechs** We are also selling separately the 8 plastic mechs found in the CityTech boxed set. The 8 mechs are: Orion, Victor, Centurion, Javelin, Uller, Black Hawk, Daishi & Mad Cat. All are conversions of the Ral Partha mechs. \$10.00

**Comstar Sourcebook** Examines the exclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. \$24.00

**Day of Heroes** A campaign pack giving scenarios to recreate the battles fought by Alex Kurita's in the March Rebellion, as see in *Blood of Heroes* novel. This module also finishes off the novel *Blood of Heroes*, which ended without resolving the combat situation. \$17.50

**Explorer Corps** Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. \$24.00

**Field Manual: Draconis Combine** Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. \$32.00

**Field Manual: Free Worlds League** An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurian Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc. \$32.00

**First Somerset Strikers** A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. \$29.00

**First Strike** A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. \$18.95

**Invasion Clans** The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. \$29.00

**Luthien Scenario** pack on the entire Clan invasion. \$19.00

**Maximum Tech BattleTech Advanced Rulebook** Take your games to the max with this expansion for BattleTech. New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and bridgelayers, expanded artillery rules, veteran mechwarrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc! \$24.00



**Mech Record Sheets 3025/3026** The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. \$29.00

**Mech Record Sheets 3050** Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from

the BattleTech Technical Readout 3050. Includes variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. \$29.00

**Mech Record Sheets 3055/3058** More than 250 filled out record sheets for the Battlemechs, tanks, hovercraft & VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configurations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! \$29.00

**Technical Readout 3025 Revised Printing** Includes game statistics, technical background, and illustrations for 55 'Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised printing also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. \$24.00

**Technical Readout #2 3026** Vehicles & infantry combat equipment. \$24.00

**Technical Readout #4 3050 Revised** The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being reformatted. 224 pages. \$29.00

**Technical Readout #5 3055** Illustrations (some in colour), descriptions & stats for Inner Sphere 'Mechs, Clan OmniMechs & Omnifighters, 2nd-line 'Mechs, and refits! \$24.00

**Technical Readout #6 3057** Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. \$24.00

**Technical Readout #7 3058** Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprints have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. \$29.00

**The Battle of Coventry** A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. \$19.00

**The Falcon & The Wolf** Scenario pack that pits Clan against Clan. The battles featured in *Bred for War* and *I am Jade Falcon* are included, as well as many others that feature the epic Trial of Possession between the Wolf and Jade Falcon Clans. Includes special Clan rules regarding trials. \$16.00

**The Fall of Terra** Oh no! Those iconies from Comstar who sat up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. \$19.00

**The Periphery** Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc. \$29.00

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

### MAY COSMIC ENCOUNTER \*/#

One of the most popular Sci-Fi boardgames of all time. It is a fast paced social game in which you are an alien determined to conquer the universe. Like other aliens, you have a unique arcane power that allows you to break one rule of the game all the time. Play is totally varied - there are 9,000,000,000 different ways for the Alien Powers to combine, and the ever shifting alliances keep the game action packed and out of this world. With 170 game cards, 7 mapboards of the cosmos, hyperspace cone, 48 alien powers, rules, etc. \$38.00

### TAS FEDERATION & EMPIRE (DELUXE) \*\*/###

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... \$99.00

**CARRIER WAR** Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. \$35.00

**MARINE ASSAULT** Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 cts. \$26.00

### DP9 MINI HEAVY GEAR \*/#

This is just like the MINI CAR WARS that was released a few years ago. This is an introductory level game of Heavy Gear (based on the wargames rules found in the RPG). It is a simplified system but keeps all the flavor of the game, so is easy to learn and to play. This is a complete game, with glossy full color map, 8 glossy full color back to back Heavy Gear mecha counters, for two types of Heavy Gear, including several variable weapons systems. You need a few 6 sided dice to play. \$1.00

### WIZ ROBO RALLY Revised Printing \*/#

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set of a distant planet which is an automated factory world that manufacturers widgets. But the robots maintaining the factories are bored, and they accidentally discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyor belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyor belts, and bottomless heating shafts all make the race rather unpredictable!



Includes 8 pewter robots, 6 mounted, interchangeable mapboards, 84 program cards, 26 option cards, rules & counters. **\$70.00**

**ARMED & DANGEROUS**  
Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, and an assortment of counters enhance game play. **\$60.00**

**CRASH & BURN**  
Two all new gameboard squares, including flammers to fry your poor little robots with, oil slicks to send the robots in all directions (hopefully into a flamer), and portals to let your robot jump to other places on the maps. **\$24.00**

## Silent Death The Next Millennium

Now in the Miniatures & Miniatures Rules Section: Page 54

### GAM SPACE HULK

Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyranid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 space mission book, 54 interlocking board sections, count, 24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent! **\$99.00**

# Star Fleet Battles

## TAS Star Fleet Battles Captain's Ed Basic Set \*\*\*\*/###

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" stamap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc.), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. **\$60.00**

**SFB ADVANCED MISSIONS** Boxed rules expansion that contains a 192 page book that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (for over 100 new ships), 216 counters. **\$50.00**

**CADET TRAINING HANDBOOK** An introduction to Star Fleet Battles. The challenge of starship command. Out-think, out-shoot and out-maneuver your opponent in warp dogfights through the galaxy. This book containing 80 counters and two light card star maps, places you in command chair of the Federation starship Constellation, where you will learn the skills of a starship commander in easy-to-grasp steps. As you continue through the handbook, the mysteries of the Romulan cloaking device, Klingon disruptors, and elements which make every race unique will be revealed to you. **\$16.00**

**CAPTAIN'S LOG #9** 80 page book containing story, weapons, scenarios, map, tactics, & 4 new carrier SSDs. **\$17.00**  
**CAPTAIN'S LOG #10** 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATION & EMPIRE stuff, etc. **\$17.00**

**CAPTAIN'S LOG #11** 80 pages: scenarios, tactics covering Tholians & Maulers, two new X-Ship SSDs, a most amusing article on how the Klingons view the Federation, etc. **\$17.00**  
**CAPTAIN'S LOG #12** A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. **\$17.00**

**CAPTAIN'S LOG #13** 80 pages of fiction, scenarios, new SSDs. **\$17.00**  
**CAPTAIN'S LOG #14** 80 pages of articles, scenarios, new SSDs, fiction, etc. **\$17.00**

**CAPTAIN'S LOG #15** 80 pages with a story on Klingon commandos assaulting a Lyran command cruiser, a section on Hydran tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. **\$17.00**

**CAPTAIN'S LOG #16** A 112 page book containing fiction - a hostage rescue in Tholian space; tactics for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. **\$26.00**

**CAPTAIN'S LOG #17** With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships; the Acturians in Prime Directive; painting guides for the new range of miniatures, heaps of challenging new scenarios, etc. **\$26.00**

**CAPTAIN'S MODULE F1: THE JINDARIANS** A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fields, variable ships designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book, & 216 counters. **\$27.00**

**CAPTAIN'S MODULE J: Fighters** With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc.), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counters, & a new space monster! **\$35.00**

**CAPTAIN'S MODULE K: Fast Patrol Ships** Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc.), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! **\$35.00**

**CAPTAIN'S MODULE P6: Galactic Smorgasbord** With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Gorns or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. **\$17.00**

**CAPTAIN'S MODULE X1: X-Ships** The most powerful starships in the galaxy clash in the titanic final battles of the

General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 16 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. Also 96 page SSD book, 108 counters. **\$35.00**  
**Master Annex File** All of the juicy details of every ship and fighter, completely updated and re-organized for easier player access. Also a Master Ship Chart with over a thousand ships, listed by crew, marines, BPV, spare shuttles, rules references, year in service, turn mode, explosion strength, command rating, etc. **\$16.95**

**MODULE C1: New Worlds I** Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. **\$26.00**

**MODULE C2: New Worlds II** Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, 108 counters. **\$26.00**

**MODULE C3: New Worlds III** The LDR, Seltorians, rules, scenarios, & new counters. **\$29.95**

**MODULE C4: Fleet Training Centre** Fleet HQs of each race in SFB have created Simulated Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Qaris, Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. **\$42.50**

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**STAR FLEET MISSIONS** A fast beer 'n' pretzels card game version of SFB. **\$30.00**

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## STAR FLEET BATTLES MINIATURES

TAS5301 Federation CA **\$11.95**  
TAS5302 Klingon D7 **\$11.95**  
TAS5303 Romulan Warbird (2) **\$11.95**  
TAS5401 Starter Set **\$30.00**  
(Federation CA, Klingon D7, Warbird, 2 x Tholian PC)

## THE NEW STAR FLEET BATTLES MINIATURES

A new range of smaller scale ships that are an average of one inch long, allowing them to fit perfectly on the large hex map. The bases also fit exactly upon the normal SFB maps.

TAS5101 Federation CA (3) **\$14.50**  
TAS5102 Klingon D7 (3) **\$14.50**  
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TAS5105 ISC DN (2) **\$14.50**  
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TAS5125 Tholian NCA (4) August **\$14.50**  
TAS5128 Tholian PC (4) August **\$12.50**

## AH Starship Troopers

Based on the movie coming in Spring. As a Starship Trooper it's your job to stop these giant alien bugs by destroying them one by one or by nuking their lair. Each trooper and each bug has special abilities which can affect the outcome of the game. The versatile board design gives a unique battlefield each battle. Troopers have an allotment of ammunition, but if they waste it they can wind up dead, as the bugs keep bringing in more reserves. For two to four players. Due October. **\$60.00**

# Fantasy

## AH MAGIC REALM 2nd Edition

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirings, character purchases & caching, healing, etc. Components feature

20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure. **\$60.00**

## STE KNIGHTMARE CHESS

\*/\*#  
An extremely popular accessory for the game of chess. This box contains 80 dark and beautiful cards, featuring art by Rogério Vilela, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degrees, for example, and suddenly all your pieces have to move in a different direction! You can also play card's on your opponent's moves - making things really chaotic! **\$30.00**

## AH TITAN

\*\*/\*#  
A riproaring fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleland maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a tactical, dice-flying, beer-guzzling, splatterfest frenzy, but it's fun! The mechanics are simple and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. **\$65.00**

## GAM TALISMAN 3rd Edition

\*/\*#  
The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. **\$90.00**

## TALISMAN DUNGEON OF DOOM

Two brand new board sections to expand Talisman. Enter the dark and terrible haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. **\$45.00**

## TALISMAN CITY OF ADVENTURE

Contains 2 new board sections that can be placed alongside the main Talisman game board, allowing players to enter the city realm of the Emperor and the forest realm of the Wraith Lord. Two new sets of adventure cards detail the events, enemies, treasures and followers that can be encountered in the new realms. With 6 plastic miniatures, 98 cards, map boards. **\$45.00**

## TALISMAN DRAGON'S TOWER

Contains a 3-D model of the tower and a plastic model of the evil Dragon King, both of which are placed in the centre of the main Talisman board. Players must battle their way through the tower in order to defeat the Dragon King at the top. New set of adventure cards details the events, enemies & followers that can be encountered in the tower and the treasures that can be found there. Contains 4 new characters & their miniatures. **\$60.00**

## ICE THE HOBBIT

\*/\*#  
A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc. & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. **\$60.00**

## GAM WARHAMMER QUEST

\*/\*#  
This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps in their quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snottings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. **\$99.00**

## WARHAMMER QUEST MINIATURES

CIT00017 CHAOS WARRIOR **\$22.00**  
CIT00081 PIT FIGHTER CHARACTER PACK **\$22.00**  
CIT00098 IMPERIAL NOBLE **\$22.00**  
CIT00104 WARRIOR PRIEST **\$22.00**  
CIT00111 ELF RANGER **\$22.00**  
CIT00128 DWARF TROLLSLAYER CHARACTER **\$22.00**  
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CIT00020 TREASURE CARDS DECK 1 **\$15.50**  
CIT000210 TREASURE CARDS DECK 2 **\$15.50**  
CIT000227 TREASURE CARDS DECK 3 **\$15.50**  
CIT000265 EVENT CARDS **\$15.50**

## AH WIZARDS QUEST

\*/\*#  
One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. **\$50.00**

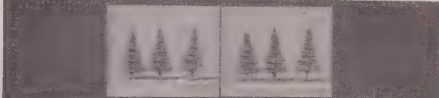


# K&M MODEL TREES



Green Deciduous Size 1 Tree Height - 3cm without base

\$1.10 each or \$99.00 for a box of 100  
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



Green Fir Size 1 Tree Height - 3cm without base

\$1.10 each or \$99.00 for a box of 100  
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



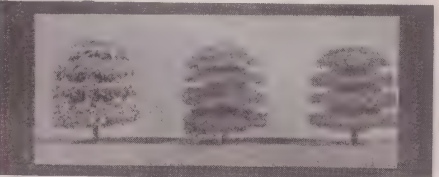
Green Deciduous Size 1A Height - 5cm without base  
Height - 6cm with base

\$1.75 each unbased or \$39.00 for a box of 25 unbased  
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(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)



Green Fir Size 1A Height - 5.5cm without base  
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\$2.25 each based or \$50.00 for a box of 25 based  
(Suitable for 15mm & 1/300th, Space Marine, BattleTech)



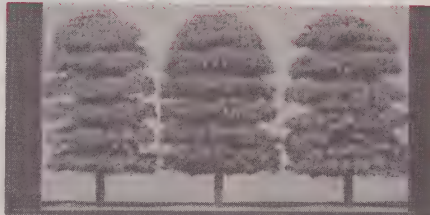
Green Deciduous Size T70 Height - 7cm without base  
Height - 9cm with base

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(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



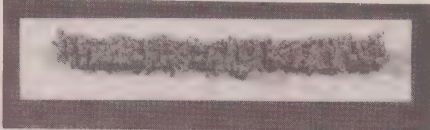
Green Fir Size 2A Height - 10cm without base  
Height - 12cm with base

\$3.50 each unbased or \$63.00 for a box of 20 unbased  
\$4.00 each based or \$72.00 for a box of 20 based  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



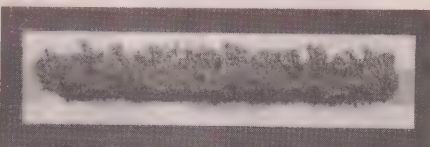
Green Deciduous Size 3 Tree Height - 13cm without base  
Height - 15cm with base

\$4.50 each unbased or \$81.00 for a box of 20 unbased  
\$5.00 each based or \$90.00 for a box of 20 based  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)



Small Green Hedge Size - 15.5cm long by 1.6cm long

\$2.95 each or \$53.00 for a box of 20  
(Suitable for 15mm ancients, Napoleonic, fantasy, etc, or as small hedge for 25mm, eg, Warhammer Fantasy, WW2)



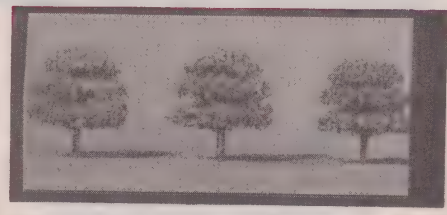
Large Green Hedge Size - 18cm long by 2cm high

\$4.50 each or \$81.00 for a box of 20  
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy, Warhammer 40,000, World War Two, US Civil War.)



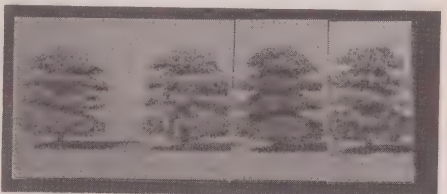
Autumn Deciduous Size 1 Tree Height - 3cm without base  
Autumn Deciduous Size 3 Tree Height - 13cm without base  
Height - 15cm with base

\$1.10 each or \$99.00 for a box of 100  
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



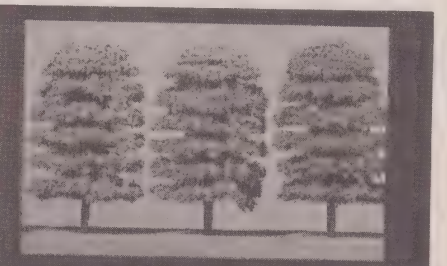
Autumn Deciduous Size 1A Height - 5cm without base  
Height - 6cm with base

\$1.75 each unbased or \$39.00 for a box of 25 unbased  
\$2.25 each based or \$50.00 for a box of 25 based  
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)



Autumn Deciduous Size T70 Height - 7cm without base  
Height - 9cm with base

\$2.95 each unbased or \$66.00 for a box of 25 unbased  
\$3.45 each based or \$77.50 for a box of 25 based  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



Autumn Deciduous Size 3 Tree Height - 13cm without base  
Height - 15cm with base

\$4.50 each unbased or \$81.00 for a box of 20 unbased  
\$5.00 each based or \$90.00 for a box of 20 based  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)

## K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

K&MSHA1 Grass Green Flock \$3.95  
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This color is the closest to the Citadel Grass Green Flock

K&MSHA3 Light Olive Green Grass Flock \$3.95  
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K&MSHA7 Dark Green Flock \$3.95  
K&MSHA9 Dark Brown Flock \$3.95  
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This color is suitable for sun-burnt grass like in the Middle East, or for sand.



# MINIATURES & MINIATURES' RULES

## COLOR CODE

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## Ancients & Renaissance

### WRG Ancients 7th Ed

**WRG ANCIENTS RULES 7th Edition** Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. **\$16.00**

**WRG ARMY LISTS Vol 1 : Ancient Near East 3000 - 500 BC** This first army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hittite, Egyptian, Hebrew, Phoenician, Etruscan, Early Greek, Hittite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Philip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. **\$16.00**

**WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America** 90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Kitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, etc. Includes foot notes, descriptions, maps. **\$16.00**

**WRG ARMY LISTS Vol #3: Armies Alexander & Punic Wars** Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Century AD. The lists are very detailed, eg, there are four Carthaginian lists & 6 Roman lists of the same period. **\$16.00**

## D.B.M.

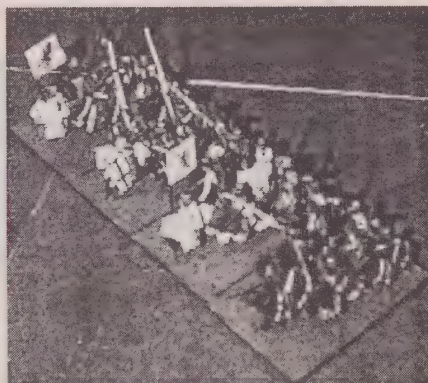
**WRG D.B.M. Version 1.3 DE BELLIS MULTITUDINIS** Mass Ancient & Medieval Combat The new 1.3 printing of DBM has been updated to include all of the 1.2 changes, as well as a few new changes and clarifications. These rules are the best and most popular for 25mm, 15mm, 6mm or 2mm Ancient and Medieval miniatures wargaming. All troop types are classified according to how they actually fought, not according to what weapons and armor they had. Combat is very quick and simple, with two pages of rules covering all aspects of combat. All troops are based in elements, in 15mm, 2, 3 or 4 figures are based on 4cm wide bases, from 1.5cm to 4cm deep. Combat occurs between two elements, each throwing 1D6 and adding the roll to his combat factor against the enemy troop type. Normally, if you exceed your opponent's score, his element is pushed back. But some troop types are destroyed when pushed back by others, such as knights destroying spears they push back. And when you double your opponent's score, his element is usually destroyed, but again, there are many exceptions. Each general (usually 2 to 3) has his own command, and throws 1D6. This is the number of actions he can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular. Light troops are always 1 pip. **\$16.00**

**WRG DBM ARMY LISTS Book # 1 3000 BC - 500 BC** A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hittite Greek, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$16.00**

**WRG DBM ARMY LISTS # 2 500 BC - 476 AD** A 76 page book of army lists, including some of the Ancient period's greats. Later Hittite Greek, Alexandrian Macedonian, the Successors, Carthian, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Saxon, and my favorite - the Parthians. This book is the most popular in the series. **\$16.00**

**WRG DBM ARMY LISTS # 3 476 AD - 1071 AD** A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Pre-Feudal Scots, Rus, Kitan Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuk Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. **\$16.00**

**WRG DBM ARMY LISTS # 4: 1071 AD - 1500 AD** The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag band of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordinance, Wars of the Roses, Burgundian Ordinance, etc. **\$16.00**



German Knights Based in wedges for DBM

### Ancient & Medieval Tournament Board Layouts Book

**Ancient & Medieval Tournament Board Layouts Book** This is a small half-A4 sized booklet with 19 pages that give the layout of 36 gaming boards, specifically designed for use with DBM or any other suitable ancient or medieval miniatures game. I produced this booklet myself using computer graphics. 30 of the board layouts are taken faithfully from DBM tournaments that I have played in over the past four years, so make the perfect boards for practising for tournaments, or for when you hold your own tournaments. The other 6 boards are historical battlefields, being: Gaugamela 331BC, Lake Trasimene 217BC, Qadesh 1300BC, Hastings 1066AD, Cannae 216BC, Agincourt 1415AD. **\$4.00**

## D.B.A.

**WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1** This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **\$16.00**

## D.B.R.

**WRG DBR Wargames Rules for Renaissance Battles** This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing or record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! **\$16.00**

**DBR ARMY LISTS BOOK 1** Covers the Great Italian Wars, with Italian Condotta, French, Swiss, Neapolitan Spanish, Spanish Imperial, Venetian, German Minor States; the Valois-Hapsburg-Tudor Wars, Valois French, Maximilian Imperial, Early Tudor English, Scots Common Army; Armies of the Turkish Wars, including Ottoman Turk, Hungarian, Venetian Colonial, Austrian Imperial; Armies of the Chinese and Japanese Wars; including Mongolian, Ming Chinese, Japanese; Armies of the Americas, including English, Dutch, and Spanish Colonial, Aztec, Inca, Eastern Forest Indian; and Armies of the Reformation, including Elizabethan English, French Catholic, Low Countries Spanish. **\$16.00**

**DBR ARMY LISTS BOOK 2** It's here at last! This book has army lists covering the early European northern wars, the Thirty Years War and Great Rebellions and the Moghul Conquest of India. Includes German Catholic and Protestant, Swedish & French Thirty Years War, Royalist & Parliamentarian English Civil War, Free Cossack, Tartar, Siberian Tribes, Early Danish, Scots Covenanters, etc. **\$16.00**

**DBR ARMY LISTS BOOK 3** It's here at last! Armies of the Eastward Colonial Expansion and of the European Enlightenment. Armies include Dutch and Portuguese Colonial, Tuareg, West Sudanese, East African Pagan, Scots Jacobite, Louis XIV French, Later Ottoman Turk, Later Polish, etc. **\$16.00**

**DE BELLIS CIVILE** Scenarios for English Civil War battles using DBR, by WRG, set in 1642-43. Contains 18 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army. Includes background and army lists for each battle. **\$16.00**

**WRG HORDES OF THE THINGS**

See Heading under Fantasy Miniatures Section. **\$16.00**

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MUSMD33	Burgundian Armored Pikeman (1)	\$0.55
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MUSMD35	Mounted Cinc or Sub-general (1)	\$1.10
MUSMD36	Late Men-at-arms on foot with sword (1)	\$1.10
MUSMD37	Late Men-at-arms on foot with sword (1)	\$1.10
MUSMD38	Medium Bombard & Crew	\$8.25
MUSMD39	Small Wheeled Bombard & Crew	\$5.50
MUSMD40	Organ & Crew	\$5.50
MUSMD41	Small Wheeled Mantlets (4)	\$5.50

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MUSLA04	Mounted Man-at-Arms (1)	\$1.10
MUSLA05	Landsknecht Pikeman, lightly armored, pike upright (1)	\$0.55
MUSLA06	Landsknecht Pikeman, medium armored, pike 60' (1)	\$0.55
MUSLA07	Landsknecht Pikeman, heavily armored, pike 45' (1)	\$0.55
MUSLA08	Landsknecht Halberdier, lightly armored (1)	\$0.55
MUSLA09	Landsknecht Halberdier, medium armored (1)	\$0.55
MUSLA10	Landsknecht Halberdier, heavily armored (1)	\$0.55
MUSLA11	Landsknecht firing arquebus (1)	\$0.55
MUSLA12	Landsknecht loading arquebus (1)	\$0.55
MUSLA13	Landsknecht firing arquebus (1)	\$0.55
MUSLA14	Landsknecht officer with halberd (1)	\$0.55
MUSLA15	Landsknecht Drummer (1)	\$0.55
MUSLA16	Landsknecht Standard Bearer (1)	\$0.55
MUSLA17	Landsknecht firing crossbow (1)	\$0.55
MUSLA18	Landsknecht holding huge 2 handed sword (1)	\$0.55
MUSRE03	Organ Gun with 3 Landsknecht Crew	\$5.50
MUSRE04	Organ Gun with 3 Landsknecht Crew	\$5.50
MUSRE05	Heavy Gun with 3 Landsknecht Crew	\$8.25



# 48 - Miniatures & Miniatures' Rules: Ancients - Napoleonics

ABGR9	Pipe Player (1)	\$0.70
ABGR10	Horn Player (1)	\$0.70
ABGR11	Thessalian Cavalryman (1)	\$1.40
ABGR12	Athenian Cavalryman (1)	\$1.40



My AB Hoplite Army - so far it's taken two years to paint!

## Eureka Miniatures Catalog

As you may or may not know, Museum, Gladiator, Irregular, AB, and Full Thrust miniatures are all cast here in Melbourne under licence by Eureka Miniatures. Eureka Miniatures also produce a magnificent half an inch thick catalog, which contains hundreds and hundreds of black and white photographs of almost all the massive range listed in the catalog. We are proud to announce that we are now offering the entire Eureka Miniatures range. Simply buy this catalog, have a look at the photos, and order the codes from us as per usual, pay for the titles according to the price code at the beginning of the catalog, and we will send the items to you.

Eureka Miniatures Catalog **\$15.00**

## BATTLE HONORS

By Tony Barton

These are the best Polybian/Camilian/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pilum and spears. Stick the shields at slightly different angles, and the figures look alive. (Minimum order is ten packs. Allow three weeks for delivery.)

Polybian Roman		
RO1	Velleite with separate shield & javelin (8)	\$4.30
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RO4	Principes (or Triarii), mail shirt, standing with spear (8)	\$4.30
RO5	Triarii Kneeling to receive charge, mail shirt, spear, (8)	\$4.30
RO6	Infantry Command Group (5)	\$4.30
ROC1	Roman/Italian Cavalry, mail shirt, javelin, shield (3)	\$4.30
CGC5	Use as Roman Mounted Command (3)*	\$4.30
* Actually Carthaginian mounted command group.		

Carthaginian		
CG1	Citizen Infantry (8) (Auxilia)	\$4.30
CG2	Citizen Infantry (8) (Auxilia)	\$4.30
CG3	Libyan Spearman (8) with long thrusting spear	\$4.30
CG4	Hannibal's Veteran Spearman (8) with long thrusting spear	\$4.30
CG5	Libyan Javelinmen (8)	\$4.30
CG6	Numidian Javelinmen (8)	\$4.30
CG7	Spanish Scutarii (8)	\$4.30
CG8	Balearic Slingers (8)	\$4.30
CG9	Spanish Javelinmen (8)	\$4.30
CG11	Carthaginian Infantry Command (5)	\$4.30
CGC1	Poeni Carthaginian Cavalry (3)	\$4.30
CGC2	Libyan Cavalry (3)	\$4.30
CGC3	Spanish Cavalry (3)	\$4.30
CGC6	Carthaginian Mounted Command (3)	\$4.30
CGC7	Hannibal and Two Companions (3 mounted)	\$4.30
CGC9	Elephant & Crew (this is a huge elephant)	\$13.95

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GR7	Thracian Pelast (8)	\$4.30
GR8	Cretan Archer (8)	\$4.30
GR9	Stone Thrower (8)	\$4.30
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High quality roads made of rubber latex

CRS4	4 Straight Sections of Cobblestone Road 2.5cm Wide	\$36.00
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High quality roads and rivers etc made of rubber urthane. Paint with acrylics.

DBM Straight Dirt Road Set, 120cm long, 5cm wide	\$40.00
Cast in a light brown, just needs dry brushing.	
DBM Curved Dirt Road Set, 85cm long, 5cm wide	\$40.00
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DBM Junction Dirt Road Set, X-Rd, 2xT-Inter, Y-Junction	\$40.00
Cast in a light brown, just needs dry brushing.	
DBM Big Dirt Road Set (Any 3 of the above sets)	\$110.00
Cast in a light brown, just needs dry brushing.	
DBM Dirt Roads Starter Set	\$140.00
Cast in a light brown, just needs dry brushing. Includes 2 Straight Sets, one Curved Set and one Junction Set.	
DBM Roman Cobblestone Roads (5cm wide by 120cm long)	\$40.00
Cast in a light grey, just needs dry brushing, and the dirt mounds on each side of the road need to be painted brown.	
DBM River Straight Pack (4cm wide by 120cm long)	\$40.00
Cast in brown. Has six mostly straight pieces, including a natural ford crossing.	
DBM River Winding Pack (4cm wide by 80cm long)	\$40.00
Cast in brown. Has eight pieces, all winding. Supplement to above pack.	
DBM River/Stream System (4cm wide by 300cm long)	\$110.00
Cast in brown. Has eighteen pieces, including road crossing, bridge crossing (needs a bridge), ford crossing, lots of straight and winding sections.	

## Napoleonic Era

### Chef De Bataillon

#### EMP CHEF DE BATAILLON

A rules system that portrays tactical warfare in the Napoleonic period. It is designed to be a fun, easy to learn and easy to use set of rules. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The

rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occurred within the large battles in a manner previously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. But most importantly, the rules place you at the head of the troops - you must provide the leadership. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. **\$42.50**

## Empire

#### EMP EMPIRE

By The Emporer's Headquarters, these are perhaps the most famous Napoleonic miniatures rules. The comprehensive, illustrated EMPIRE rulebook carefully describes the proven Telescoping Time concept which allows you to accurately simulate a Napoleonic battle in the most time-efficient manner yet possible. You are cast in the role of a real corps or army commander, allowing you to synthesize grand-tactical decision-making with consideration of tactics. Detailed leader ratings allow personalities to function on the miniatures table like they did in real life. With detailed appendices that describe troop and leader ratings, morale, firepower, changing combat performance by campaign year, etc. With a sturdy 3 ring binder, one sheet of counters, 7 charts. **\$42.50**

#### Empire Campaign System

Tired of having to adopt boardgames as rules for your miniatures campaigns? Not any longer! Now the Empire Campaign System brings you a Napoleonic campaign system designed exclusively with the miniatures wargamer in mind. The maneuvers into battle and pursuit thereafter all neatly tie together. With a large color map of Saxony, reduced scale game maps, campaign charts, rules, \$20 counters, etc. **\$12.00**

## Fields of Honor

#### CEE FIELDS OF HONOR 19th Century Rules

These new, high quality production historical miniatures rules cover every battle, campaign and war of the 19th century from 1830 to 1902, including the Crimean War, Great Indian Mutiny, Franco-Prussian War, the American Civil War, Boer War, Zulu Wars, American Indian wars, etc. This 120 page rulebook has realistic, easy to learn mechanics and complete army lists for all of the important wars of this period. Battles can be played at any scale, so you can do a company level battle of Gettysburg at the beginning of the battle, then see what effect that had when resolving the rest of the battle at brigade level. Advanced rules add orders and communication, competence of sub-commanders (there are 18 different personality types, from brash to cautious), etc. 120 pages, B&W photos of the period. **\$25.00**

## Fire and Steel

#### WRG FIRE AND STEEL

Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. **\$13.50**

## Flint & Steel

#### COA FLINT & STEEL 1740 - 1789 RULES

Brand new rules from Clash of Arms, being miniatures rules for the American Revolution and the Age of Reason. Suitable for 5mm, 10mm, 15mm, 20mm, 25mm or 30mm figures, and a sheet of top down figure stand templates is provided with the rules so that you can play even without owning any figures! The rules are comprehensive and play quickly, and give ratings and details for almost 700 individual American, British, German, French and Indian units from the American Revolution, as well as ratings on over 500 different types of units for 26 different armies between 1740-89. Performance data on over 50 kinds of artillery. Recreates battles in North America, Europe, and the Far East. Over 300 leaders of the American Revolution are given ratings and details. Also introductory scenarios from the American Revolution and Seven Years War. **\$35.00**

## From Valmy to Waterloo

#### COA FROM VALMY TO WATERLOO

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer takes on the role of commander. This can be the Divisional, Corps, or Army commander. The second role of the gamer is on the tactical level, where he represents the Brigade Commander on the field. On the Grand Tactical level, the gamer determines the objectives of his corps and divisions; on the tactical level the brigade commander must accomplish the tasks given to him. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Cavalry must be handled delicately. They should be used in two lines, casualties tend to be light, disorganised units are easy prey to organised ones. Artillery can be devastating, so don't attack them with units being too close together. Keep a second line in reserve to replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. **\$40.00**

The Art of War Magazine # 25 Clash of Arms quarterly magazine. This issue contains tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships. **\$4.00**

## Napoleon's Battles

#### AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control &

player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **\$45.00**

## Warfare in the Age of Reason

#### EMP WARFARE IN THE AGE OF REASON

By The Emporer's Headquarters, an easy to learn set of miniatures rules for the 18th Century. Tactical, campaign and siege sections can be used together or separately to let you refight battles from Marlborough to George Washington. The tactical rules use simple but in-depth mechanics to portray the fighting styles of the period. The elegant Campaign system is designed to keep book keeping chores to a minimum while allowing players to exercise grand strategy. Smooth translation rules from map to tabletop. With army lists for the campaigns of Marlborough, the Great Northern War, the Wars of Frederick the Great, the French and Indian War, the Jacobite Rebellions, Clive's Conquest of India, and the American Revolution. Has 102 tactical maps and a campaign map of Europe, India, and American Colonies. **\$27.00**

#### Campaigns & Battles From the Age of Reason

Features *Bohemian Blitzkrieg*, a very playable two sided campaign covering Frederick the Great's assault on the Austrian Empire in 1757. Adds Spain and her American Empire to the *Sport of Kings* campaign contained in the primary game, how to create your own scenarios, with seven example scenarios; new tactical maps. **\$18.00**

## AB 15mm Napoleonics

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

#### French

15mm metal figures available individually

#### Imperial Guard

ABIG1	Chasseur a Cheval Mid Trooper (1)	\$1.40
ABIG2	Chasseur a Cheval Mid Officer (1)	\$1.40
ABIG3	Chasseur a Cheval Mid Trumpeter (1)	\$1.40
ABIG4	Chasseur a Cheval Guidon Bearer Mid (1)	\$1.40
ABIG5	Grenadier of the Guard at attention (1)	\$0.70
ABIG6	Grenadier of the Guard Drummer (1)	\$0.70
ABIG7	Grenadier of the Guard Officer (1)	\$0.70
ABIG8	Grenadier of the Guard Eagle Standard Bearer	\$0.70
ABIG10	Chasseur of the Guard at attention (1)	\$0.70
ABIG11	Chasseur of the Guard Drummer (1)	\$0.70
ABIG12	Chasseur of the Guard Officer (1)	\$0.70
ABIG13	Chasseur of the Guard Eagle Standard Bearer	\$0.70
ABIG16	Guard Officer Mounted (1)	\$0.70
ABIG17	Foot Sapper (1)	\$0.70
ABIG40	Foot artillery crewman (1)	\$0.70

#### French Generals and Staff

ABSET1	Mid: Davout, Lannes, Lasalle, General	\$6.00
ABSET2	Mid: d'Hautpoul and Nansouty	\$3.00
ABSET3	Six Mounted Marshalls	\$10.00
ABSET4	Six ADCs with horses	\$10.00

#### Imperial French 1806-1813

#### Line Infantry

ABIF1	Fusilier, lozenge plate, march attack (1)	\$0.70
ABIF1a	Fusilier, lozenge plate, advancing (1)	\$0.70
ABIF2	Fusilier, covered shako, march attack (1)	\$0.70
ABIF3	Fusilier, loading or firing (1)	\$0.70
ABIF4	Fusilier Officer (1)	\$0.70
ABIF5	Fusilier Drummer (1)	\$0.70
ABIF6	Grenadier, shako, plume, march attack (1)	\$0.70
ABIF6a	Grenadier, shako, plume, advancing (1)	\$0.70
ABIF7	Grenadier, covered shako, march attack (1)	\$0.70
ABIF8	Grenadier, loading or firing (1)	\$0.70
ABIF9	Grenadier Officer (1)	\$0.70
ABIF10	Grenadier Drummer (1)	\$0.70
ABIF11	Volunteer, shako, plume, skirmishing	\$0.70
ABIF12	Volunteer, covered shako, skirmishing	\$0.70
ABIF13	Fusilier/Grenadier Eagle Bearer (1)	\$0.70
ABIF14	Deuxieme Portaitles with halberd (1)	\$0.70
ABIF15	Fusilier/Grenadier Standard Bearer (no eagle)	\$0.70
ABIF16	Volunteer Officer with carbine (1)	\$0.70
ABIF17	Volunteer Cornet (1)	\$0.70
ABIF18	Mounted Officer (1)	\$1.40
ABIF19	Mounted ADC (1)	\$1.40
ABIF20	Casualty Set (10)	\$8.00
ABIF21	Cheering Infantry (5)	\$4.00
ABIF22	Pioneer/sapper wearing bearskin cap (1)	\$0.70
ABIF23	ADC's and horses (6)	\$10.00

#### Light Infantry

ABIF50	Chasseur, march attack (1)	\$0.70
ABIF51a	Carabinier, shako, march attack (1)	\$0.70
ABIF51b	Carabinier, bearskin, march attack (1)	\$0.70
ABIF52b	Volunteer, colpack, march attack (1)	\$0.70
ABIF53a	Volunteer, shako, skirmishing (1)	\$0.70
ABIF53b	Volunteer, colpack, skirmishing (1)	\$0.70
ABIF54	Light Infantry Officer (1)	\$0.70
ABIF54a	Light Infantry Officer, bearskin (1)	\$0.70
ABIF55	Light Infantry Drummer (1)	\$0.70
ABIF55a	Li Inf Drummer, shako & plume (1)	\$0.70
ABIF56	Light Infantry Eagle Bearer (1)	\$0.70
ABIF57	Deuxieme Portaitles with halberd (1)	\$0.70
ABIF58	Light Infantry Hornist, shako & pom-pom	\$0.70
ABIF59	Pioneer/sapper, colpack (1)	\$0.70

#### Cavalry

ABIFC1	Line Chasseur, habit-longue (1)	\$1.40
ABIFC2	Line Chasseur, charging (1)	\$1.40
ABIFC3	Line Chasseur Officer (1)	\$1.40
ABIFC4	Line Chasseur Trumpeter (1)	\$1.40
ABIFC5	Elite Chasseur Trooper (1)	\$1.40
ABIFC7	Elite Chasseur Officer (1)	\$1.40
ABF20	Dmgoon (1)	\$1.40
ABF20a	Dmgoon charging (1)	\$1.40
ABF21	Dmgoon Officer (1)	\$1.40
ABF22	Dmgoon Trumpeter (1)	\$1.40
ABF23	Dmgoon Guidon Bearer (1)	\$1.40
ABF23a	Dmgoon Eagle Bearer (1)	\$1.40
ABF27	Hussar Trooper, shako (1)	\$1.40
ABF27a	Hussar Trooper, colpack (1)	\$1.40
ABF28	Hussar Officer, shako (1)	\$1.40
ABF28a	Hussar Officer, colpack (1)	\$1.40
ABF29	Hussar Trumpeter, shako (1)	\$1.40
ABF29a	Hussar Trumpeter, colpack (1)	\$1.40
ABF30	Carabinier, bearskin (1)	\$1.40



ABF31	Carabinier Officer (1)	\$1.40
ABF32	Carabinier Trumpeter (1)	\$1.40
ABF33	Carabinier Standard Bearer (1)	\$1.40
ABF34	Cuirassier Trooper (1)	\$1.40
ABF35	Cuirassier Officer (1)	\$1.40
ABF36	Cuirassier Trumpeter (1)	\$1.40
ABF37	Cuirassier Standard Bearer (1)	\$1.40
ABF38	Cuirassier charging (1)	\$1.40
<b>Artillery</b>		
ABIF70	Foot Artillery Crewman (1)	\$0.70
ABIF71	Foot Artillery Officer (1)	\$0.70
ABIF72	Horse Artillery Crewman	\$0.70
ABF42	6pdr Gun	\$2.50
ABF43	8pdr Gun	\$2.50
ABF44	Limber	\$8.00
ABF45	Howitzer	\$2.50
ABF46	12pdr Gun	\$2.50

## British 1806-1813

<b>Line Infantry</b>		
ABB1	Infantry Centre Coy. marching (1)	\$0.70
ABB2	Infantry Flank Coy. marching (1)	\$0.70
ABB3	Infantry Officer (1)	\$0.70
ABB4	Infantry Drummer (1)	\$0.70
ABB5	Ensign (1) (Early)	\$0.70
ABB5a	Ensign with cased Standard (Early)	\$0.70
ABB6	Sergeant with Pike (1)	\$0.70
ABB7	Mounted Officer (1)	\$0.70
ABB7a	Highland Mounted Officer (1)	\$0.70
ABB8	Infantry Centre Coy. firing/loading (1)	\$0.70
ABB9	Infantry Flank Coy. skirmishing (1)	\$0.70
ABB10	Infantry Centre Coy. order arms (1)	\$0.70
ABB11	Infantry Flank Coy. order arms (1)	\$0.70
ABB12	Ensign standing bare pole (1)	\$0.70
ABB13	Ensign standing cast flag (1)	\$0.70
ABB14	Sergeant Centre Coy. standing (1)	\$0.70
ABB15	Sergeant Light Coy. standing (1)	\$0.70
ABB16	Rifleman marching at trial (1)	\$0.70
ABB17	Rifleman skirmishing (1)	\$0.70
ABB17a	Rifleman firing prone (1)	\$0.70
ABB18	Rifle Officer (1)	\$0.70
ABB19	Rifle Bugler (1)	\$0.70
ABB20	Highland Infantry, Centre Co. marching (1)	\$0.70
ABB21	Highland Infantry, Flank Co. marching (1)	\$0.70
ABB22	Highland Infantry Officer (1)	\$0.70
ABB23	Highland Drummer (1)	\$0.70
ABB24	Highland Piper (1)	\$0.70
ABB25	Highland Ensign (1)	\$0.70
ABB26	Highland Sergeant with pike (1)	\$0.70
ABB27	Highland Flank Co. skirmishing (1)	\$0.70
ABB30	Light Infantry marching (1)	\$0.70
ABB30a	Light Infantry advancing (1)	\$0.70
ABB31	Light Infantry skirmishing (1)	\$0.70
ABB32	Light Infantry Officer (1)	\$0.70
ABB33	Light Infantry Drummer (1)	\$0.70
ABB34	Light Infantry Bugler (1)	\$0.70
ABB35	Light Infantry Ensign (1)	\$0.70
ABB36	Officer Light Company (1)	\$0.70
ABB37	Pioneer (1)	\$0.70
ABB38	Centre Co. advancing porte arms (1)	\$0.70
ABB39	Flank Co. advancing porte arms (1)	\$0.70
ABB40	Centre Co. advancing levelled musket (1)	\$0.70
ABB41	Flank Co. advancing levelled musket (1)	\$0.70
<b>Cavalry</b>		
ABBC1	Dragoon, cocked hat (1)	\$1.40
ABBC2	Dragoon, cocked hat, charging (1)	\$1.40
ABBC3	Dragoon Officer, cocked hat (1)	\$1.40
ABBC4	Dragoon Trumpeter, cocked hat (1)	\$1.40
ABBC5	Dragoon, watering cap, overalls (1)	\$1.40
ABBC6	Dragoon, charging, watering cap, overalls (1)	\$1.40
ABBC7	Dragoon Officer, watering cap, overalls (1)	\$1.40
ABBC8	Dragoon Trumpeter, watering cap, overalls (1)	\$1.40
ABBC9	Light Dragoon, helmet (1)	\$1.40
ABBC10	Light Dragoon, helmet, charging (1)	\$1.40
ABBC11	Light Dragoon Officer, helmet (1)	\$1.40
ABBC12	Light Dragoon Officer, helmet (1)	\$1.40
ABBC13	Light Dragoon Trumpeter (1)	\$1.40
<b>Artillery</b>		
ABBA1	6pdr Gun (light)	\$2.50
ABBA2	9pdr Gun	\$2.50
ABBA3	5 1/2" Howitzer	\$2.50
ABBA4	Foot Artillery Crewman loading (1)	\$0.70
ABBA5	Foot Artillery Crewman firing (1)	\$0.70
ABBA6	RHA Crewman loading (1)	\$0.70
ABBA5	RHA Crewman firing (1)	\$0.70
ABBG1	Staff Set One (Packenham, General, Cotton)	\$5.00
ABBG2	Staff Set Two (Berford, Cole, ADC)	\$5.00

## Tabletop Complete Armies

**Napoleonic Army Starter Set** \$79.95  
From Valmy to Waterloo Rules, and over 100 15mm French & British excellent AB figures, incl. infantry, cavalry, artillery.

**Zulu Wars Army Starter Set** \$69.95  
Fields of Honor Rules, and 100 15mm Zulu and British Colonial figures, made by Irregular Miniatures.

## American Civil War Johnny Reb

GDW **JOHNNY REB 3rd Ed**  
3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart. \$38.00

## Stars 'N' Bars

EMP **STARS 'N' BARS**  
3rd Edition. This is The Emperor's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions and even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous

brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards. \$18.00

## Warpaint

EMP **WARPAINT Cavalry & Indian Wars**  
This is a popular recent release by The Emperor's Headquarters. Warpaint is a set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. \$18.00

25 Piece 15mm Indian Army Pack	\$15.00
25 Piece 15mm US Cavalry Army Pack	\$15.00
50 Piece 15mm Indian Army Pack	\$27.00
50 Piece 15mm US Cavalry Army Pack	\$27.00

(Note, mounted Indians & Cavalry count as 2 pieces)

## Tabletop Complete Army

**American Civil War Starter Set** \$79.95  
Johnny Reb Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery.

## WW2 & Modern

## Challenger 2000

TAB **CHALLENGER 2000**  
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. \$16.00

## Clash of Armor

COA **CLASH OF ARMOR**  
Uses a unique Activation System based on Command Quality and a scale of 1 unit equaling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganization. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. \$35.00

**FROM GOLAN TO SINAI Arab Israeli Wars 1956-73**  
Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. \$25.00

**PANZERKAMPFE** With eight scenarios. Five feature division level or greater combat. Chronologically they span from 1941-44. Two on the Eastern Front, one in North Africa, and two on the Western Front. The other three mini-scenarios are ideal for Tournament play. Each scenario has a detailed full page map, order of battle, and all combat charts necessary to play. \$25.00

**ROMMEL'S BATTLES** Contains six scenarios covering Rommel's entire combat span in WWII. The actions are balanced and varied; the Germans are attacking in scenarios 1 & 3, defending in 6, counterattacking in 5, and involved in meeting engagements in 2 & 4. They cover France 1940, North Africa 1941-42, and France 1944. \$22.50  
**The Art of War Magazine # 25 Clash of Arms** quarterly magazine. This issue contains Clash of Armor rules variants, tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships. \$4.00

## Command At Sea

COA **COMMAND AT SEA The Rising Sun**  
A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your lounge room floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. \$70.00

**COMMAND AT SEA PLAYERS HANDBOOK**  
A 32 page handbook that is a collection of the charts and combat

results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. \$10.00

**NO SAILOR BUT A FOOL Coastal Actions in WW II**  
A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I. \$27.00

**Painters Guide to World War II Naval Camouflage**  
54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. \$22.50

## SUPERMARINA I

This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines versus convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitary play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. \$70.00

**Supermarina I: First Part of the Mediterranean War A**  
64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading. \$17.00  
**Supermarina I: Data Annexes - Ships & Aircraft** A book crammed full of aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. Each ship and plane has full stats. \$25.00

**Supermarina I: Counter Sheet** Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). \$27.00

**The Art of War Magazine # 25 Clash of Arms** quarterly magazine. This issue contains tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships. \$4.00

## Harpoon 4

COA **HARPOON 4**  
Harpoon 4 simulates modern naval warfare. Its rules explain how ships and aircraft move, detect enemy contacts, and attack them. Weapons inflict realistic damage and proper naval tactics produce accurate and believable results. Although a miniatures game, this boxed set includes 210 beautiful counters of ships, submarines, aircraft, helicopters, missiles, etc, so that you can open the box and play immediately. Harpoon 4 is the pre-eminent naval wargame for the modern age. It handles all aspects of maritime combat: surface, sub-surface and air. It is a system of detailed but comprehensible rules covering the many facets of modern naval actions. Consistent rating systems and evaluations of the capabilities of modern naval vessels, aircraft, submarines and helicopters make it possible to achieve realistic results with hypothetical scenarios, and can provide answers to questions like: "Are aircraft carriers powerhouses or sitting ducks? In the cat and mouse game between a Russian and a US submarine, which has the advantage?" With 210 counters, rules book, data annex book, quickstart rules, 4 dice. \$80.00

**Harpoon Rules** The rules that come in the game, also available separately. \$26.00

**Harpoon 4 Quickstart Rules** The Quickstart Rules that come in the game, also available separately. \$16.50

**Harpoon 4 Data Annexes** The Data Annexes that come in the game, also available separately. \$27.00

**Harpoon 4 Players Handbook** The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. \$13.50

## Panzerfaust-Armored Fist

JED **PANZERFAUST-ARMORED FIST**  
This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Usable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organisations and equipment, including rarity factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. \$18.00

## Spearhead

QUA **SPEAR HEAD**  
By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not in better equipment. In *Spear Head*, the German player controls a flexible system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. Special Price \$25.00

## Seekrieg

XEN **SEEKRIEG NAVAL MINIATURES RULES**  
Both novice and experienced players will find this game a must for



# 50 - Miniatures & Miniatures' Rules: Science Fiction

either gaming or for historical reference. You won't find a more complete set of rules for the entire 1890 through 1945 period of naval warfare. Every ship, aircraft, electronics, torpedo and armament data have been included to cover almost every nation of the world that had naval warships, including Argentina, China, Russia, Germany, France, USA, Great Britain, Turkey, etc. The game can be played with scales from 1:4800 - 1:1200 or even larger if you have the space. Includes a 36 page rulebook with simple and optional rules, the Ship Data Vol 1 76 page book, a folio of game charts with 69 tables. **\$25.00**

## Seekrieg Ship Data Vol II

This volume provides data for all major surface units afloat at the start of WWII and also provides additional data concerning alternations and additions performed throughout the conflict. Ship data for neutral countries and non-participants has also been included. 52 pages. **\$15.00**

## Seekrieg Ship Data Vol I

This book is included in the Seekrieg boxed game. But as this book contains 76 pages of historical data listing over 700 different ship classes, their speed, size, armament, armor, mines carried, catapults, names of those in the class, torpedo and aircraft compliments, etc., from 19 different countries from 1890 - 1945, and 300 different aircraft types 1913-1945, we thought we would offer the book separately, for those who are simply naval history buffs. **\$5.00**

## Tactical Command

### MED TACTICAL COMMAND

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This introductory set of modern miniatures rules have been aimed at board-war gamers thinking of changing to miniatures gaming. These rules are platoon/company level game of modern armored tactics and strategy, complete with 1/285th scale metal tanks, terrain, and rules. This boxed set includes rules for tank to tank combat. Rules are deliberately kept simple to speed up gameplay and enjoyment, and teach players what its like to have a 3D gaming surface instead of a flat mapboard. Includes magnificent Cinc 1/285th scale miniatures: 4 x M1 Abrams, 2 x M60A2, 2.2.5m trucks, 4 T-72, 2 T-80, 2 small buildings, 1 ridge line, and a pack full of lichen for trees/bushes, rule book, ruler, etc. **\$35.00**

**Anti-Tank Guided Missile Expansion Module** Add the deadliest weapon on the modern battlefield - Anti-Tank Guided Missiles. This box provides rules for TOW and Sagger missiles, also with rules for the BRDM, HUMM-V, the M-2 Bradley and BMP. With 4 Cinc 1/285th miniatures, one each of the above, scenarios. **\$12.00**

**Advanced Armor Supplement** Adds all the common tanks, APCs, guns and ATGMs for Soviet/Russian, Germany, France, UK, and USAA equipment. Includes BMD, BMP, PT-76, T-55, T-62, T72, T-80, BTR-60, Leopard, Jaguar, AMX-10, AMX-30, Chieftain, Challenger, Leopard, M-113, M-2, etc. This supplement is a "must-have". **\$4.00**

**Terrain Expansion Module** Adds more terrain for your games: 1 packet of lichen, 1 Stone Gristmill with Pond, 2 resin hills with trees, 6 stone fences, ruler card. **\$12.00**

**Tactical Command Core System** Just the rules and charts from the *Tactical Command* boxed set. **\$10.00**

**ATGM Supplement** Just the rules and charts from the ATGM Expansion Module. **\$5.00**

## Tank War

### XEN TANK WAR WW2 MINIATURES RULES

These 1/285th - 1/300th scale WW2 microarmor rules are the fastest moving and realistic rules available. Rules are simple and brief, without pages of charts and diagrams or rules. Each type of vehicle, gun or infantry squad has its own datacard, and this records armor, speeds, weapons including penetration, damage and to hit factors, point value, year of introduction, special ammunition, etc. Vehicle models represent one vehicle, guns one gun, and one infantry base one squad. Contains 52 data cards of German and Soviet tanks, guns, infantry. **\$19.00**

### TW Expansion A (USA)

This 52 card set is the first of several such expansions. This one adds 52 American tanks, guns, infantry, and special vehicles such as artillery tractors, etc. **\$12.00**

### Vac-U-Cast Buildings 1/76th Scale

1/72nd Scale Plastic Vac-u-cast Buildings, like Sci-Fi Supply - Assembly Required

B-101	Atlantic Wall Bunker	\$15.00
B-102	Pillboxes (2)	\$15.00
B-103	Damaged Atlantic Wall Bunker	\$15.00
B-104	Damaged Pillboxes (2)	\$15.00
B-110	Ruined German City House	\$18.50
B-111	Ruined European Church	\$20.50
B-112	Ruined German Government Building	\$20.50
B-115	Ruined Mediterranean Villa	\$29.00

### Tabletop Complete Armies

**World War Two Air Combat** **\$39.95**

Newbury 1930-1960 Rules, 8 x Skytrex 1/300th aircraft, dice

**WW II Micro Starter Set: USA Vs German** **\$64.95**

Firefly Rules, and 45 Irregular 1/300th tanks, & 2 dice.

**WWII Micro Starter Set: Russian Vs German** **\$64.95**

Firefly Rules, and 45 Irregular 1/300th tanks, 2 dice.

**Modern Micro Starter German Vs Soviet** **\$64.95**

Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.

**Modern Micro Starter USA Verses Soviet** **\$64.95**

Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.

## Science Fiction

### Babylon 5 Wars

#### AOG Babylon 5 Wars Due Aug.

The official game of starship combat in the Babylon 5 universe, by Agents of Gaming in the USA. These rules are in no way associated with *The Babylon Project*, these miniatures rules are a complex set with a similar system to *Star Fleet Battles* with each ship having its own full sheet display. (The miniatures rules contained in *The Earthforce Sourcebook* are much more simple, based upon *Full Thrust*.) Players captain one or more ships, rationing their ship's power, moving and firing. The rules are more straight forward and sensible than *SFB*. Ships move in order of initiative, and spend thrust to change facing, speed and direction. The thrust required depends upon the ship's mass and speed. Combat is resolved simultaneously. Fighters are flown like small ships but with only simple damage recording required. Its good to see that the trustworthy Earthforce Starfury fighters are being treated as heavy fighters - see what they do to those raiders' fighters! This boxed set includes rules, control sheets for ships, a color map and full color counters of ships and fighters. More supplements will follow later covering each nation in more detail. **\$70.00**

### Babylon 5 Wars Miniatures

1/285th Scale Metal Kits with 1 or 0

AOGBW202	MINBARI WAR CRUISER (1) Due Aug.	\$13.95
AOGBW206	STARFURY FIGHTERS (7) Due Aug.	\$13.95
AOGBW207	NARN HEAVY FIGHTER (7) Due Aug.	\$13.95
AOGBW208	CENTAURI MEDIUM FIGHTER (7) Aug.	\$13.95
AOGBW209	MINBARI FIGHTER (7) Due Aug.	\$13.95
AOGBW217	MINBARI FLYER Due Aug.	\$11.95
AOGBW229	RAIDER FIGHTER (7) Due Aug.	\$13.95



MINBARI WAR CRUISER

## BattleTech

### FAS BATTLETECH 4th Edition

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By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decayed old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; & 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. **\$44.95**

**BattleTech Compendium: The Rules of Warfare - Softcover** Contains all the rules needed for BattleTech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text. So experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs: including a new Axeman with twin LRM15s, a Clan Hunchback IIC with jump jets and twin Ultra AC/20s, and a map of the Inner Sphere. **\$35.00**

**BattleLance Miniatures Rules** This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in *White Metal*. These rules are 32 pages & you must have the *BattleTech Compendium* to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and hiding. **\$4.00**

### Ral Partha BattleTech Miniatures

Mechs & AFVs  
1/285th Scale Metal Kits with 1 or 0 models.

RAL20600	VULTURE OMNIMECH (1)	\$11.95
RAL20601	LOXAS OMNIMECH (1)	\$13.95
RAL20602	THOR OMNIMECH (1)	\$11.95
RAL20603	MADCAT OMNIMECH (1)	\$11.95
RAL20604	MAN O'WAR OMNIMECH (1)	\$13.95
RAL20605	MASAKARI OMNIMECH (1)	\$14.50
RAL20606	GLADIATOR OMNIMECH (1)	\$14.50
RAL20607	DAISHI OMNIMECH (1)	\$14.50
RAL20608	DRAGONFLY MDM OMNIMECH	\$10.50
RAL20609	FENRIS MDM OMNIMECH	\$10.50
RAL20610	BLACKHAWK MDM OMNIMECH	\$11.50
RAL20611	BYOKEN MDM OMNIMECH	\$11.50
RAL20612	DASHER BT OMNIMECH	\$9.50
RAL20613	KOSHI BT OMNIMECH	\$9.50
RAL20614	ULLER BT OMNIMECH	\$9.50
RAL20615	PUMA BT OMNIMECH	\$9.50
RAL20616	GRAND TITAN	\$12.95
RAL20617	TEMPEST	\$12.95
RAL20618	HITMAN	\$8.50
RAL20619	THOR SELF PROPELLED ARTILLERY	\$11.95
RAL20620	GUNSLINGER	\$11.95
RAL20621	WRAITH	\$9.50
RAL20622	NIGHTSKY	\$9.50
RAL20623	SRM CARRIER	\$12.50
RAL20624	GALAHAD	\$11.50
RAL20625	HURON WARRIOR	\$9.50
RAL20626	PHOENIX HAWK IIC	\$11.95
RAL20627	LRM CARRIER (2)	\$12.50
RAL20628	THUNDER TH-1L	\$11.50
RAL20629	HUNTER OMNIMECH	\$10.95
RAL20630	POUNCE OMNIMECH	\$10.95
RAL20631	MARKSMAN SELF PROPELLED ARTILLERY	\$11.95
RAL20632	GRIM REAPER GRM-R-PR29	\$10.50
RAL20633	SAGA OMNIMECH	\$14.95
RAL20634	LOCUST IIC	\$6.50
RAL20635	PUMA 95 TON TANK	\$13.95
RAL20636	BUSHWACKER	\$9.50
RAL20637	COSHAWK	\$9.95
RAL20638	RAKSHASA	\$10.95
RAL20639	KANGA AFV (2)	\$11.95
RAL20640	STEALTH	\$9.95
RAL20641	CERBERUS	\$11.95
RAL20642	BERSERKER	\$11.50
RAL20643	HELLHOUND	\$9.95
RAL20644	PENETRATOR	\$10.50
RAL20645	MARAUDER IIC	\$13.50
RAL20646	VENOM	\$8.95
RAL20647	RHINO AFV (2)	\$13.95
RAL20648	DAIMOY BATTLEMECH	\$9.95
RAL20649	BATTLEHAWK BATTLEMECH	\$8.50
RAL20650	BANDERSNACH BATTLEMECH	\$8.50
RAL20651	HUNCHBACK IIC BATTLEMECH	\$9.95
RAL20652	KRAKEN	\$14.95
RAL20653	SCARABUS	\$8.95
RAL20654	WATCHMAN	\$9.95
RAL20655	DAIKYO	\$10.95
RAL20656	APOLLO	\$9.75
RAL20657	FIREBALL (1)	\$7.50
RAL20658	SHADOWHAWK IIC	\$9.95
RAL20659	NAGINATA	\$12.95
RAL20660	KODIAK (1)	\$13.50
RAL20661	VIXEN (1)	\$8.50
RAL20662	BATTLE COBRA	\$10.95

Wolf Clan Omnimechs



RAL20663	VIPER	\$11.50
RAL20664	LINEBACKER OMNIMECH	\$12.95
RAL20665	SUNDER MECH	\$15.50
RAL20666	GRIZZLY MECH	\$11.95
RAL20667	TOKUGAWA HEAVY TANK (2)	\$13.50
RAL20668	DART DRT-35 MECH	\$9.50
RAL20669	ANVIL	\$11.50
RAL20670	GRAND CRUSADER MECH	\$12.50
RAL20671	REGULATOR HOVERTANK	\$11.95
RAL20672	SHADOWCAT	\$11.50
RAL20673	STARSLAYER	\$10.50
RAL20674	FALCONER	\$11.50
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RAL20678	TYPHOON	\$12.50
RAL20679	RAPTOR	\$10.50
RAL20680	GALLOWGLAS (1)	\$11.50
RAL20681	LONGBOW (1)	\$12.50
RAL20682	KOMODO	\$9.95
RAL20683	HANKY OMNIMECH	\$9.95
RAL20684	HOOKTIST (1)	\$12.50
RAL20685	BANDIT HOVERCRAFT	\$12.95
RAL20686	MACKIE	\$14.50
RAL20687	THUNDER HAWK	\$14.50
RAL20688	BAROON	\$8.50
RAL20689	NEXUS (1)	\$7.95
RAL20690	OWENS OMNI-MECH	\$9.95
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RAL20692	HERCULES	\$11.50
RAL20693	NO-DACH	\$11.50
RAL20694	TOYAMA MECH	\$12.50
RAL20695	FIRE FALCON OMNIMECH	\$10.50
RAL20696	SUPERNOVA	\$14.00
RAL20697	CHAMELEON	\$9.95
RAL20698	BUCCANEER	\$9.95
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RAL20712	HUSSAR	\$7.95
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RAL20714	JEDGAR VEHICLES (2)	\$9.50
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RAL20716	HERMES HER-5	\$7.95
RAL20717	FLASHMAN FLS-8K	\$9.95
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RAL20723	BEHEMOTH CLAN MECH	\$12.50
RAL20724	STARLANDER	\$7.95
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RAL20726	JENNER IIC CLAN MECH	\$7.95
RAL20727	WAR DOG MECH	\$12.95
RAL20728	HAMMER MECH	\$9.95
RAL20729	HALF BATES BATTLETECH	\$7.95
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RAL20754	GRiffin	\$9.95
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RAL20758	THUNDERBOLT	\$11.50
RAL20759	WARHAMMER	\$12.50
RAL20760	RIFLEMAN	\$12.50
RAL20761	ARCHER ARC - 3R	\$11.95
RAL20762	MARAUDER	\$11.95
RAL20763	LOCUST	\$6.95
RAL20764	ATLAS	\$12.95
RAL20765	GOLIATH	\$12.50
RAL20766	AWESOME	\$11.95
RAL20767	ORION	\$10.50
RAL20768	CENTURION	\$9.95
RAL20769	RESTARTER	\$9.95
RAL20770	CATAPULT	\$10.95
RAL20771	PANTHER	\$7.95
RAL20772	HUNCHBACK	\$9.95
RAL20773	ZEUS	\$10.95
RAL20774	URBANMECH	\$7.95
RAL20775	CICADA	\$9.95
RAL20776	SCORPION	\$9.95
RAL20777	VICTOR	\$11.95
RAL20778	JAGERMECH	\$9.95
RAL20779	STALKER	\$11.95
RAL20780	CYCLOPS	\$11.95
RAL20781	HATCHETMAN	\$9.50
RAL20782	COMMANDO	\$7.95
RAL20783	JAVELIN	\$8.50
RAL20784	ENFORCER	\$9.95
RAL20785	DRAGON	\$10.95
RAL20786	JENNER	\$8.50
RAL20787	VINDICATOR	\$9.50
RAL20788	SPIDER	\$8.50
RAL20789	ASSASSIN	\$8.95
RAL20790	DERVISH	\$9.50
RAL20791	OSTROK	\$10.95
RAL20792	THREBUCHET	\$9.95
RAL20793	GRASSHOPPER	\$10.50
RAL20794	LONGBOW	\$9.95
RAL20795	HORNET	\$6.95
RAL20796	WOLF HOUND	\$11.95
RAL20797	MARAUDER II	\$12.95
RAL20798	FIRE FLY	\$8.50
RAL20799	EXTERMINATOR	\$10.50
RAL20800	WINGLANDER	\$12.50
RAL20801	ANNIHILATOR	\$12.50
RAL20802	IMP deleted	\$11.95
RAL20803	KING CRAB	\$12.95



## AeroTech Fighters

RAL20708	SEYDLITZ SYD-21	\$6.50
RAL20709	LUCIFER LCF-R15	\$8.50
RAL20723	WARRIOR HELICOPTER	\$6.50
RAL20724	MECHBUSTER FIGHTER	\$7.95
RAL20725	CAVALRY ATTACK HELICOPTER	\$7.95
RAL20726	YELLOW JACKET GUN BOAT	\$7.95

## 25mm Clan Elemental

RAL20950	CLAN ELEMENTAL 25mm	\$7.50
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## BattleTech Boxed Lances

All come with hex bases.

RAL10840	CLAN LIGHT OMNI MECHS BOXED	\$33.00
	Dasher, Uller, Praxindi	
RAL10841P	CLAN MEDIUM OMNI MECHS BOXED	\$35.00
	Ferris, Dragonfly, Ryoken, Blackhawk	
RAL10842P	CLAN HEAVY OMNI MECHS BOXED	\$43.00
	Loki, Vulnure, Madcat, Thor	
RAL10843P	ASSAULT OMNI MECHS BOXED SET	\$45.00
	Daiishi, Masakari, Gladiator, Man O'War	

## Demon Blade Games

Demon Blade Games is a new company who are releasing a range of sci-fi figures compatible with *Warhammer 40,000*. They will be releasing their own sci-fi miniatures rules called *Shockforce* later this year. In the meantime, here are their figures. Their Orgs look like Space Orks with a really bad attitude. The Shock Force troops are humans a lot like Imperial Guard.

DBG10001	ORG WARLORD (1) with powerfist	\$13.95
DBG10002	CYB-ORG (1) bionic space ork	\$11.95
DBG10003	CYB-ORG #2 (1) bionic space ork	\$11.95
DBG10004	ORG HOG (1) (Ork riding small motorcycle)	\$18.95
DBG20101	SHOCK FORCE PAC 9000 (Gun & Crew)	\$15.95
DBG20102	SHOCK FORCE BAZOOKA CREW	\$13.95
DBG20103	SHOCK SISTERS COMMAND GROUP	\$9.95
DBG20201	SHOCK FORCE ALPHA TEAM	\$15.95
DBG20202	SHOCK FORCE BRAVE TEAM	\$15.95
DBG20203	SHOCK SISTERS UNIT	\$15.95
DBG51001	BROODLORD KWEELUG	\$10.95

## Dirtside II

**DIRTSIDE II** By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are included for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative characterless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. \$35.00

**STARGRUNT II** These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as *Dirtside* and *Full Thrust*. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. \$40.00

## Stargrunt Miniatures

Figures are around 28mm tall

New Anglian Royal Marines (10)	\$22.00
New Anglian Female Troopers (10)	\$22.00
New Anglian Power Armored Troopers (10)	\$22.00
New Swabian League Troopers (10)	\$22.00
New Swabian League Female Troopers (10)	\$22.00
New Swabian League Power Armored Troopers (10)	\$22.00
Eurasian Union Naval Infantry (10)	\$22.00
Eurasian Union Naval Power Armored Infantry (10)	\$22.00
Federal States Europa Colonial Legionaries (10)	\$22.00
Federal States Europa Power Armored Troopers (10)	\$22.00
Islamic Federation Troopers (10)	\$22.00
Pan African Union Troopers (10)	\$22.00
Mercurian Troopers (10)	\$22.00
UNSC Marine Troopers (10)	\$22.00

## Stargrunt Resin Vehicles

Large resin vehicles, suitable for Warhammer 40,000 too!

SF25-14A	Gladiator Mk II Light Hover Tank	\$15.00
SF25-15	Surveyor Tracked All Terrain Vehicle	\$35.00
SF25-26A	Goliath Mark II Heavy Hover Tank	\$30.00
SF25-27	Light Hover Jeep	\$20.00
SF25-28	Wombat Medium Hover APC	\$20.00
SF25-30	Rommel Medium Hover Tank	\$20.00
SF25-35	AV-6 Assault VTOL (troop transport)	\$30.00
SF25-41	Law cruiser 8 wheel Urban Security Vehicle	\$25.00
SF25-57	M38D LIPPC Light APC	\$15.00
SF25-58	M66 Slammer Heavy Hover Tank	\$25.00
SF25-62	Ponah Superheavy Gun Tank	\$25.00
SF25-63	Vimash G-CAV Grav Assault APC	\$20.00
SF25-64	Gunslinger - 6 legged weapons platform	\$20.00
SF25-65	Gunslinger - as above with twin rotary cannon	\$20.00
SF25-66	Gunslinger - as above but anti-tank variant	\$20.00
SF25-67	M44 Coonhound Light Assault Vehicle	\$15.00
SF25-69C	Wheelie Flatbed Truck with Military Armored Cab	\$20.00
SF25-69E	Wheelie Truck with Military Cab and Command Post Body	\$25.00
SF25-73	AV-5 Security/Casualty Evac VTOL	\$25.00
SF25-75	AV9A2 Gunship VTOL	\$20.00
SF25-85	Paladin 6 wheeled Hi-Mobility Battlecruiser with Laser Turret	\$35.00
SF25-86	Phalanx 6 wheeled Hi-Mobility Battlecruiser with twin laser turrets	\$50.00
SF25-88	Hoplite High Mobility Wheeled Vehicle with Rotary Cannon	\$40.00
SF25-89	Hunter Wheeled Tank Killer with Missile & Cannon	\$40.00
SF25-90	Defender Anti-Air Vehicle (based on Hunter)	\$40.00
SF25-91	Striker Multiple Rocket Artillery vehicle	\$40.00
SF25-93	Gauntlett II GEV Hover APC	\$25.00
SF25-98	MARS Multiple Artillery Rocket System on Truck	\$25.00

## Epic Warhammer 40,000

### GAM EPIC Warhammer 40,000

*Space Marine* has been replaced by this new release. In a galaxy torn apart by endless war, huge armies of tanks and mighty war engines clash, unleashing untold destruction across the ravage battlefields of the 41st Millennium. You are the commander of a vast army, out-

fighting and out-maneuvring your opponent. This complete game includes two massive armies of Citadel miniatures, Space Marines and Orks, 48 ruined plastic walls and 18 rubble sections, 112 page Battles Book, 112 pages Armies Book, 48 page Rulebook, 22 dice, 2 plastic range rules, 51 game counters, 12 fate cards, play sheets, 20 blast markers, Ork Gargant Card. Includes new model Landraiders, and new infantry stands which are rectangular instead of square. \$105.00

## Epic Warhammer 40,000 Miniatures

Epic figures by Citadel. Most are re-releases of the excellent Space Marine range.

CIT993314	SPACE MARINE BATTLEGROUP	\$16.00
SPC10002	SPACE MARINE TANKS	\$16.00
CIT7001	WARLORD TITAN	\$40.00
CIT991464	BANEBLADES TANKS	\$19.00
CIT991488	SPACE MARINE LANDRAIDER	\$14.50
CIT991495	MARINE THUNDERHAWK GUN SHIPS	\$20.00
CIT991822	SPACE MARINE PREDATOR	\$14.50
CIT991839	SPACE MARINE DREADNOUGHTS	\$12.00
CIT991846	SPACE MARINE RAZORBACKS	\$14.50
CIT991952	SPACE MARINE BASILISK	\$14.50
CIT991969	HELL HOUND TANKS	\$14.50
CIT991976	LEMAN RUSS TANKS	\$14.50
CIT992003	SPACE MARINE ATTACK BIKES	\$11.95
CIT992010	SPACE MARINE LANDSPEEDER	\$12.00
CIT992027	INDICATORS	\$14.50
CIT991990	ORK WAR BUGGIES	\$14.50
CIT91853	ORK BIG GUNS	\$14.50
CITO	ORKS	\$14.50
CITOT	ORK TANKS	\$14.50
CITG	GARGANT	\$45.50
CIT991457	TYRANID DOMINATRIX	\$19.00
CIT991495	TYRANID HIVE TYRANT	\$14.50
CITT	TYRANIDS	\$14.50
CIT991983	ELDRAR FALCON GRAV TANKS	\$14.50
CIT991471	ELDRAR WAVE SERPENTS	\$12.00
CITE	ELDRAR	\$14.50

## Full Thrust

### GZG FULL THRUST 2nd Ed

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the \*#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. \$25.00

**MORE THRUST** The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! \$25.00

## Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka.

FT101	NAC Firestorm class Fighters (12)	\$4.00
FT102	NAC Harrison class Scoutship (4)	\$4.00
FT103	NAC Arapaho class Corvette/Lancer (3)	\$6.00
FT104	NAC Miyazaki class Frigate (2)	\$7.00
FT105	NAC Ticonderoga class Destroyer (2)	\$8.00
FT106	NAC Hoshino class Light Cruiser (1)	\$6.00
FT107	NAC Furious class Escort Carrier (1)	\$8.00
FT108	NAC Vandenberg class Heavy Cruiser (1)	\$10.00
FT109	NAC Majestic class Battlecruiser (1)	\$12.00
FT110	NAC Victoria class Battleship (1)	\$14.00
FT111	NAC Avalon class Battlecruiser (1)	\$16.00
FT112	NAC Valley Forge class Superdreadnought (1)	\$20.00
FT113	NAC Inflexible class Light Fleet Carrier (1)	\$18.00
FT114	NAC Ark Royal class Fleet Super Carrier (1)	\$20.00
FT201	ESU Kilo class Fighters (12)	\$4.00
FT202	ESU Lenox class Scoutship (4)	\$4.00
FT203	ESU Natchez class Corvette/Lancer (3)	\$6.00
FT204	ESU Nowgrod class Frigate (2)	\$7.00
FT205	ESU Warsaw class Destroyer (2)	\$8.00
FT206	ESU Tibet class Light Cruiser (1)	\$6.00
FT207	ESU Beijing class Escort Carrier (1)	\$8.00
FT208	ESU Gorskow class Heavy Cruiser (1)	\$10.00
FT209	ESU Manchuria class Battlecruiser (1)	\$12.00
FT210	ESU Petrograd class Battleship (1)	\$14.00
FT211	ESU Rostov class Battlecruiser (1)	\$16.00
FT212	ESU Komarov class Superdreadnought (1)	\$20.00
FT213	ESU Konstantine class Attack Carrier (1)	\$18.00
FT302	Clarke class Survey Cruiser (1)	\$16.00
FT303	Humboldt class Heavy Modular Star Freighter (1)	\$12.00
FT308	Medium Freighter (1)	\$10.00
FT401	Kra'vak Ra'san class Fighters (12)	\$4.00
FT402	Kra'vak Lu'dak class Scoutship (4)	\$4.00
FT403	Kra'vak Ka'tak class Corvette/Lancer (3)	\$6.00
FT404	Kra'vak Da'tak class Frigate (2)	\$7.00
FT405	Kra'vak Di'ok class Destroyer (2)	\$8.00
FT406	Kra'vak Vo'boik class Light Cruiser (1)	\$6.00
FT407	Kra'vak Si'tek class Escort Carrier (1)	\$8.00
FT408	Kra'vak Va'dok class Heavy Cruiser (1)	\$10.00
FT409	Kra'vak Ti'dak class Battlecruiser (1)	\$12.00
FT410	Kra'vak Ko'vol class Battleship (1)	\$14.00
FT411	Kra'vak L'ok class Battlecruiser (1)	\$16.00
FT412	Kra'vak Yu'san class Superdreadnought (1)	\$20.00
FT413	Kra'vak Ko'san class Strike Carrier (1)	\$20.00
FT501	NSL Alder class Fighters (12)	\$4.00
FT502	NSL Falke class Scoutship (4)	\$4.00
FT503	NSL Stroschen class Corvette/Lancer (3)	\$6.00
FT504	NSL Ehrenhoff class Frigate (2)	\$7.00
FT505	NSL Walburg class Destroyer (2)	\$8.00
FT506	NSL Kronprinz class Light Cruiser (1)	\$6.00
FT507	NSL Radetzky class Escort Carrier (1)	\$8.00
FT508	NSL Markgraf class Heavy Cruiser (1)	\$10.00
FT509	NSL Maximilian class Battlecruiser (1)	\$12.00
FT510	NSL Von Burgund class Battleship (1)	\$14.00
FT511	NSL Saint Iwan class Battlecruiser (1)	\$16.00
FT512	NSL Von Tegethoff class Superdreadnought (1)	\$20.00
FT513	NSL Der Thuerdank Fighter Carrier (1)	\$20.00
FT602	FSE Mistral class Scoutships (4)	\$4.00
FT603	FSE Athena class Corvettes (3)	\$7.00
FT605	FSE San Miguel class Destroyers (2)	\$8.00
FT606	FSE Subtil class Light Cruisers (1)	\$7.00
FT607	FSE Milan class Escort Cruiser (1)	\$8.00

## Geo-Hex

Geo-Hex is a famous manufacturer in the USA who manufacture interlocking, hexagonal 3D terrain pieces. We have not tried carrying the range in the past due to a heavy price tag. But we have just negotiated a great deal with them that will enable us to retail the product for just 37% more than the US retail price! Please allow two to three weeks delivery from your order date. But rest assured, we import this product by air direct from the USA.

**GH105 WORLDPAC GameScape Green Set \$185.00**  
Over two kilos. Includes 41 pre-finished landscape shapes, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forests, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together.

**GH205 WORLDPAC GameScape Desert Set \$185.00**  
Over two kilos. Includes 41 pre-finished landscape shapes, a matching 120cm x 180cm GameScape Flocked Desert Mat, and scenic cloth for a stream and forests, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together.

**GH305 WORLDPAC BattleScape Green Set \$224.00**  
Over two kilos. The landscape tiles and BattleScape flocked mat have a 1 1/2" hexagonal grid printed on them, for playing games such as BattleTech. Includes 41 pre-finished landscape shapes, a matching 120cm x 180cm BattleScape Flocked Green Mat, and scenic cloth for a stream and forests, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together.

**GH405 WORLDPAC BattleScape Desert Set \$224.00**  
Over two kilos. The landscape tiles and BattleScape flocked mat have a 1 1/2" hexagonal grid printed on them, for playing games such as BattleTech. Includes 41 pre-finished landscape shapes, a matching 120cm x 180cm BattleScape Flocked Desert Mat, and scenic cloth for a stream and forests, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together.

**GH500 CAVERNSCAPE \$224.00**  
Designed specifically for Dungeon style RPGs or any game intended to be played underground. Contains 45 cavern pieces including 7 new shapes designed just for this set, some of which have tunnels running through them to provide entrances and exits to other levels and hidden rooms. Also includes a 90cm x 120cm felt mat to provide a base. The tops of all the shapes and the mat are printed with a stonework grid to aid movement of units, etc. Includes 9 sample map setups.

## GEOHEX TERRAIN CLOTHS

GSMAT-G	Green flocked 120x180cm terrain cloth.	\$51.00
GSMAT-D	Desert flocked 120x180cm terrain cloth.	\$51.00
GSMAT-GX	Green, hexgrid flocked 120x180cm terrain cloth.	\$61.00
GSMAT-DX	Desert, hexgrid flocked 120x180cm terrain cloth.	\$61.00
GSMAT-S	Blue seascape 120x180cm terrain cloth.	\$47.00
GSMAT-SX	Blue, hexgrid seascape 120x180cm terrain cloth.	\$55.00
GSMAT-O	Colorful Starscape 120x180cm terrain cloth.	\$47.00
GSMAT-OX	Colorful Starscape, hexgrid 120x180cm cloth.	\$55.00

## Heavy Gear

### DRE HEAVY GEAR RPG

This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop miniatures wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, assault and artillery striders, grunts, etc. \$50.00

**Heavy Gear Mini Game** For a full write up, look in the RPG section. This is a very basic but complete version of the Heavy Gear wargame, including color map, 8 color Heavy Gear counters, and brief rules with a selection of weapons choices. \$3.00

For more Heavy Gear products, look in the Roleplaying section.

## Heavy Gear Miniatures

Figures made by RAFM.

### Southern Hemisphere Heavy Gears

RAF1300	JAGER HEAVY GEAR MECH	\$10.95
RAF1301	BLITZ JAGER HEAVY GEAR MECH	\$10.95
RAF1302	BLACK MAMBA HEAVY GEAR MECH	\$10.95
RAF1303	LONG FANG BLACK MAMBA	\$10.95
RAF1304	IGUANA HEAVY GEAR MECH	\$10.95
RAF1305	BLITZ IGUANA HEAVY GEAR MECH	\$10.95
RAF1306	SPITTING COBRA HEAVY GEAR	\$15.95
RAF1307	STRIKING COBRA HEAVY GEAR	\$15.95
RAF1308	STONE MASON HEAVY GEAR MECH	\$10.95
RAF1309	FIRE JAGER HEAVY GEAR MECH	\$10.95
RAF1310	SNAKEYE BLACK MAMBA	\$10.95
RAF1311	SUPPORT COBRA	\$15.95
RAF1312	RAZOR FANG BLACK MAMBA	\$12.50
RAF1313	KING COBRA HEAVY GEAR MECH	\$15.95
RAF1314	SOUTHERN LIGHT ARTILLERY	\$8.95
RAF1318	INFANTRY RECON WEAPONS (20)	\$19.00
RAF1319	SNIPER INFANTRY (20)	\$19.95
RAF1320	BASILISK HEAVY GEAR	\$16.95
RAF1321	CHAMELEON HEAVY GEAR	\$16.95
RAF2051	SOUTHERN BASIC COMBAT GROUP	\$49.95

(4 x Jager Heavy Gear, 1 x Jager Command Heavy Gear, 27 extra weapons etc)

### Northern Hemisphere Heavy Gears

RAF1200	HUNTER: HEAVY GEAR MECH	\$10.95
RAF1201	ASSAULT HUNTER: HEAVY GEAR MEC	\$10.95
RAF1202	JAGUAR HEAVY GEAR MECH	\$10.95
RAF1203	STRIKE JAGUAR HEAVY GEAR MECH	\$10.95
RAF1204	CHEETAH HEAVY GEAR MECH	\$10.95
RAF1205	STRIKE CHEETAH HEAVY GEAR MECH	\$10.95
RAF1206	GRIZZLY HEAVY GEAR MECH	\$15.95
RAF1207	ASSAULT GRIZZLY HEAVY GEAR MEC	\$15.95
RAF1208	HUNTER COMMAND HEAVY GEAR	\$10.95
RAF1209	BRICKLAYER HEAVY GEAR MECH	\$10.95
RAF1210	FIRE JAGUAR HEAVY GEAR MECH	\$10.95



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RAF1211	RABID GRIZZLY HEAVY GEAR MECH	\$15.95
RAF1212	KODIAK HEAVY GEAR MECH	\$15.95
RAF1213	WHITE CAT HEAVY GEAR MECH	\$12.50
RAF1214	NORTHERN LIGHT ARTILLERY	\$8.95
RAF1218	STANDARD INFANTRY (20)	\$19.95
RAF1219	INFANTRY HEAVY WEAPONS (20)	\$19.95
RAF1220	BEAR HEAVY GEAR	\$16.95
RAF1221	BLACK CAT HEAVY GEAR	\$16.95
RAF1222	ARMORED HUNTER	\$16.95
RAF2050	NORTHERN BASIC COMBAT GROUP (4 x Hunter Heavy Gear + 1 x Headhunter Heavy Gear, 27 spare weapons etc)	\$49.95

## Kryomek

### KRYOMEK MINIATURES RULES

At last - a new company in the UK has taken over Kryomek and has released the rules and a new supplement, plus a range of the miniatures. These rules are full of dark background and atmosphere, of a dark future where the Nexus Tri-Federation of humans blunder into an alien menace called the Kryomeks - and now humanity is fighting for its survival. The rules are skirmish and mass-combat level rules depicting the war between these two races. The fast play mechanics include a command chit order system, and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign background, weapons tech, morale, drones, bio-engineering, combat vehicles, etc. \$29.95

### KRYOMEK MILITARY ANALYSIS 3441-3507 AD

This eagerly awaited new supplement for Kryomek has just been released. Has 88 magnificently illustrated pages with heaps of universe background, following the Tri-Federations invasion of the Xar and Bayuda systems, the subsequent Kryomek invasion of human space and the frantic efforts to contain it; the Great Rebellion as human colonies rebel against the Quorumate to become independent, further fracturing humanities effects against the Kryomek, and the MegaCorporations benefiting from it all. Has comprehensive army lists for Early Rebels, Colonial Marines, Early Kryomek, Beta and Gamma strains of Kryomek, Warzone Nexus, etc; details new Kryomek weapons, the new Talos unit that totally wiped out two Nexus legions, etc. Great reading. \$17.95

### KRYOMEK COMBINED STARTER SET

Nothing impeded the Great Push, a century of human colonization and conquest directed by six powerful Mega Corporations and the Nexus Military Quorumate. The Great Push converted countless new worlds to serve humanity, exterminating every indigenous life form as they were discovered. Nothing could be allowed to stop the Great Push! Then came the Kryomek... This boxed set includes all you need to start playing the excellent Kryomek game. It includes complete introductory rules and charts, sheet of templates, dice, scenario, filled out record sheet, and 5 Kryomek Helions, 2 Kryomek Warriors, 6 armored Nexus SWAT Marines. \$42.50

### KRYOMEK COMBINED STARTER SET

Nothing impeded the Great Push, a century of human colonization and conquest directed by six powerful Mega Corporations and the Nexus Military Quorumate. The Great Push converted countless new worlds to serve humanity, exterminating every indigenous life form as they were discovered. Nothing could be allowed to stop the Great Push! Then came the Kryomek... This boxed set includes all you need to start playing the excellent Kryomek game. It includes complete introductory rules and charts, sheet of templates, dice, scenario, filled out record sheet, and 5 Kryomek Helions, 2 Kryomek Warriors, 6 armored Nexus SWAT Marines. \$42.50

### NEXUS STARTER SET

This boxed set includes all you need to start playing the excellent Kryomek game. It includes complete introductory rules and charts, sheet of templates, dice, 3 scenarios, filled out record sheet, and 7 Nexus Marines and 8 Cyclos. Two scenarios require the *Kryomek Starter Set*. One scenario pits the Marines and Cyclos against the Kryomeks, another pits the Marines against the Cyclos, and the last pits the Cyclos against the Kryomeks. \$42.50

### KRYOMEK STARTER SET

This boxed set includes all you need to start playing the excellent Kryomek game. It includes complete introductory rules and charts, sheet of templates, dice, 3 scenarios, filled out record sheet, and 1 Warmaster, 2 Warriors with bio-acid jets, and 10 Helions. Two scenarios require the *Nexus Starter Set*. One scenario pits the Marines and Cyclos against the Kryomeks, another pits the Marines against the Cyclos, and the last pits the Kryomeks against each other. \$42.50

#### Nexus Cyclos

Exaggerated 25mm Scale

GRNCYO-001	CYCLOS INFANTRY I (4)	\$11.95
GRNCYO-002	CYCLOS HEAVY WEAPONS I (3)	\$11.95
GRNCYO-003	CYCLOS INFANTRY II (4)	\$11.95
GRNCYO-004	CYCLOS HVY WEAPONS TEAM II (3)	\$11.95
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**HAVOC ISSUE 0** A magnificent 60 magazine that has 11 pages devoted to Planetstorm and Legions of Steel, including questions and answers, a new tank, two new scenarios, fiction, and two new LOS warriors, a new machine and a bounty hunter. \$4.00

### U.N.E.

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## Mutant Chronicles

### HEA WARZONE MINIATURES RULES

144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. The rules themselves are fast moving and not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A nephrite has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algeoth, Ilian, Muawijeh, Semai, and Demogons. Includes one card sheet of counters & templates. \$27.50

### DAWN OF WAR Warzone Compendium I

Includes Heroes and Villains from the Mutant Chronicles universe. Now your force can include everyone from agent Nick Michaels to Crenshaw the Mortificator to Alakiah the Cunning. Revised close combat rules enhance games, there are expanded abilities for specialised forces, and many new weapons, optional rules, new



equipment, new creatures, new attack templates, etc.

## BEASTS OF WAR Warzone Compendium II

Includes vehicle rules for Warzone. Capitol Purple Sharks strafe the Dark Legion scum in the venusian jungles; Necromower squads cut swathes through Legionaries in the martian deserts, etc. The vehicles include the Mishime Dragonbike, Brotherhood Death Angel, etc. Also new troops such as the Secret Kohorts, rules updates, vehicle ref cards and templates, new weapons.

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All figures are around 35mm tall, with Citadel bases

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HEA9877	SUNSET STRIKER SERGEANT	\$4.50
HEA9878	SUNSET STRIKER HERO	\$4.50
HEA9879	CYBERTRONIC SHOCK TROOP SERGEANT	\$4.50
HEA9880	CYBERTRONIC SHOCK TROOP CAPTAIN	\$4.50
HEA9881	CYBERTRONIC SHOCK TROOP Hvy WPN	\$4.50
HEA9882	ASHIGARU	\$4.50

## Necromunda

### GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, grottoes, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. Out now!

\$99.00

### OUTLANDERS

Adds outlaws to the game of Necromunda. Features Wyrd, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower.

\$60.00

### NECROMUNDA Battles in the Underhive

A compilation of some of the most sought after Necromunda articles from the pages of White Dwarf and the Citadel Journal. Also contains new event cards and rules for using them, an article about playing the feared Adeptus Arbites, and Triple Cross: a brand new scenario by Andy Chambers.

\$31.50

## NECROMUNDA MINIATURES

NECROMUNDA BOXED SETS	
CIT0043 HOUSE CAWDOOR	\$34.00
CIT0044 HOUSE ORLOCK	\$34.00
CIT0049 HOUSE GOLIATH GANG	\$34.00
CIT0050 HOUSE ESCHER GANG	\$34.00
CIT0051 HOUSE VAN SAAR GANG	\$34.00
CIT0052 HOUSE DELAQUE GANG	\$34.00
CIT0053 REDEMPTIONISTS GANG	\$34.00
CIT0054 RATSKIN RENEGADES (8)	\$34.00
CIT0055 SCAVVY GANG (8)	\$34.00

NECROMUNDA BLISTERS	
CIT729012 HOUSE ORLOCK JUVES	\$15.50
CIT729029 HOUSE ORLOCK HEAVY WEAPON	\$9.50
CIT729036 HOUSE ORLOCK GANGERS	\$15.50
CIT729043 HOUSE ORLOCK LEADER	\$9.50
CIT729067 HOUSE CAWDOOR JUVES	\$15.50
CIT729074 HOUSE CAWDOOR HEAVY WEAPON	\$9.50
CIT729081 HOUSE CAWDOOR GANGERS	\$15.50
CIT729098 HOUSE CAWDOOR LEADER	\$9.50
CIT729128 HOUSE GOLIATH JUVES	\$15.50
CIT729135 HOUSE GOLIATH GANGERS	\$9.50
CIT729142 HOUSE GOLIATH LEADER	\$15.50
CIT729180 HOUSE ESCHER JUVES	\$9.50
CIT729197 HOUSE ESCHER HEAVY WEAPON	\$15.50
CIT729203 HOUSE ESCHER GANGERS	\$9.50
CIT729210 HOUSE ESCHER LEADER	\$15.50
CIT729241 HOUSE VAN SAAR JUVES	\$9.50
CIT729258 HOUSE VAN SAAR HEAVY WEAPON	\$15.50
CIT729265 HOUSE VAN SAAR GANGERS	\$15.50
CIT729272 HOUSE VAN SAAR LEADER	\$9.50
CIT729279 HOUSE DELAQUE JUVES	\$15.50
CIT729319 HOUSE DELAQUE HEAVY WEAPON	\$9.50
CIT729326 HOUSE DELAQUE GANGERS	\$15.50
CIT729369 RATSKINS	\$9.50
CIT729378 UNDERHIVE SCUM	\$12.50
CIT729389 BOUNTY HUNTERS WITH BOLTGUN	\$12.50
CIT729401 BOUNTY HUNTER WITH SHOTGUN	\$12.50
CIT729419 SPYRER ORRUS	\$9.50
CIT729429 SPYRER MALCADON	\$12.50
CIT729432 SPYRER YELD	\$12.50
CIT729449 SPYRER JAKARA	\$12.50
CIT729456 MUD DONNA	\$9.50
CIT729469 WYRD BEASTMASTER	\$15.50
CIT729593 WYRD PYROMANIAC	\$15.50
CIT729609 KARLOTH VALOIS	\$15.50
CIT729619 PLAGUE ZOMBIES	\$15.50
CIT729661 WYRD TELEPATH	\$12.50
CIT729678 WYRD TELEKINETIC	\$12.50
CIT729479 REDEMPTIONIST ARCH ZEALOT	\$12.50
CIT729487 NECROMUNDA WEAPONS	\$15.50
CIT729529 REDEMPTIONIST PRIEST	\$9.50
CIT729539 REDEMPTIONIST ZEALOT	\$15.50
CIT729559 RATSKIN BRAVES (4)	\$9.50
CIT729569 RATSKIN CHIEF (1)	\$15.50
CIT729579 RATSKIN SHAMAN (1)	\$15.50
CIT729589 PIT SLAVES (2)	\$9.50
CIT729630 SCAVY BOSS	\$9.50
CIT729647 SCAVVIES (4)	\$15.50
CIT729654 SCAVVIY MUTANTS (3)	\$15.50

## Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet 1" of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

SCI0101 Dirty High-Tech Spaceship Walls	\$21.50
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including doorways, etc.	
SCI0102 Space Ship Walls & Rooms	\$21.50
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of spaceships, both usable as corridors and rooms, including doorways, etc.	
SCI0103 Alien Gigeresque Walls & Rooms	\$21.50

Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Giger. For corridors and rooms, including doorways, etc.

SCI0104 Alien Lovecraftian Walls & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.	
SCI0201 Castle & Keep Corridors & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of castle and keep corridors and rooms including doorways, etc.	
SCI0202 Dungeon & Catacombs Corridors & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of dungeon & catacombs corridors and rooms including doorways, etc.	

SCI1101 Battlefield Craters	\$8.00
Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.	
SCI1102 Ruined Building with Rubble	\$10.00
A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.	
SCI1103 Pyrotechnics Building	\$21.50
More details later. Shipment definitely arriving end of March.	

SCI2101 Tudor Inn	\$10.00
A large two story medieval style Tudor Inn. For 25mm only.	
SCI2102 Stone & Thatch Tavern	\$10.00
A long one story medieval style Tavern. For 25mm only.	
SCI2103 Blacksmith's & Stables	\$10.00
A long one stone wooden blacksmith's workshop with stables at one end. For 25mm only.	
SCI2104 Plain Ol' House	\$10.00
A typical wooden medieval one story house. For 25mm only.	
SCI2107 Mausoleum & Graveyard	\$10.00
For 25mm only.	

SCI2201 Sci-Fi Tower	\$10.00
A sci-fi tower suitable mostly for Warhammer 40,000, etc.	
SCI2202 Sci-Fi Bunker	\$10.00
A sci-fi tower suitable mostly for Warhammer 40,000, etc.	
SCI2203 Downtown High-Rise	\$34.95
A sci-fi downtown high-rise building suitable mostly for Warhammer 40,000, etc.	
SCI2301 Main Fortress (Part of Fortress Generica)	\$18.00
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress.	
SCI2302 Fortified Wall (Part of Fortress Generica)	\$10.00
A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.	
SCI2303 Fortified Tower (Part of Fortress Generica)	\$10.00
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.	

## Silent Death

### IRO Silent Death: The Next Millennium \*\*/##

Deluxe Edition. A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Millennium is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintegrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missiles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs.

○ Silent Death The Next Millennium Rulebook The rulebook of the above boxed set, available separately. \$24.00

○ Silent Death Rookie Rules This is a complete game, an introduction to Silent Death. Includes a subset of the rules and components from Silent Death, while still allowing for a wide diversity of weapon types, crew quality, and tactical situations. Includes starcraft display book, 6 rookie scenarios, 9 dice, plastic missiles, torpedoes, asteroids, two 24"x36" maps, 24 plastic ships, 2 each of 12 designs. \$35.00

○ Renegades: The Espan Rebellion A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. Includes 19 quick-play scenarios, a full campaign system that allows for repeat play, six new starcraft designs, two new weapon types. \$16.00

○ Silent Death Annex: Operation Dry Dock Since the fall of the Empire over a decade ago, many standard Imperial ship designs have become commonplace. Almost every fleet has a few Salamanders. However, within the past five years, most of these ships have undergone refits. This book has 23 previously unseen ship variants, and updated sheets for the original 26 fighters. \$22.50

○ Silent Death Forces: Universal Night Watch Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded for the sole purpose of insuring humanity's survival against the assault of the Night Brood, horrors from beyond Terran space. There are no forces with better training or equipment, and none more willing to risk their lives for mankind. New weapons and technology, history, 12 scenarios, new ships. \$22.50

○ Silent Death Races: Night Brood - First Contact Shows in great detail the initial confrontation with the Grubs, a bellicose alien race intent on the destruction of mankind. They swarm through deep space ravaging planet after planet. Rules for using Grub ships and weapons, scenarios, 188 color counters, etc. \$24.00

○ Silent Death House: Sigurd Archdiocese The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space. Though some call the Midgardians fanatics who are willing to throw their lives away, they know what is to come. New ship designs, scenarios, etc. \$22.50

○ Silent Death Kashmere Commonwealth Reveals the history of the greatest trading house in the galaxy. Special rules for construction of freighters and other cargo vessels, seven new Kashmere house ships & two new pirate vessels, scenarios, etc. Due July. \$22.50

○ Silent Death Rules of Warfare A supplement for scheduling tournaments, running leagues, and organising SD events. Has multiple round event guidelines, updated optional rules checklist, cut-out counters and maps for tabletop play. Due August. \$19.00

○ Silent Death Fighter Tactics Manual Hones the skills of most veteran players and opens new possibilities to rookies. Basic fighter maneuvers and advanced tactical theories. Tactics presented reflect the basic Silent Death rules. Due Sept. \$19.00



- **SpaceJunk** Space is still silent but it is no longer empty. Nebulas, dust clouds, radiation zones, gravity wells can now appear on ship screens in the Silent Death universe. Rules for 30 different stellar objects, satellite and outpost design rules, etc. *August*. \$22.50
- **Sunrunners** With the end of the Terran-Hatching War, the frontier is expanding once again, but not without conflict. This module reveals everything there is to know about the last survivors of Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries who hire themselves out for money or salvage or parts. One day, they will return to their world to claim it back from the Grubs. \$21.50
- **Warhounds** Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death. Escorts do the grunt work of the navy, serving as long range patrol craft, picket ships, convoy & fleet escorts, fighter tenders, etc. This book includes 6 escort class ships. \$24.00

## Silent Death Miniatures

IR07410	WINGS OF DEATH (48 plastic miniatures same as in the game)	\$50.00
RAF0601	SPIRIT RIDER (3)	\$8.50
RAF0602	THUNDER BIRD (2)	\$8.50
RAF0603	NIGHT HAWK (2)	\$8.50
RAF0604	SERAPH (2)	\$8.50
RAF0605	SALAMANDER (2)	\$8.50
RAF0606	EPHING GUNBOAT (1)	\$8.50
RAF0607	TEAL HAWK (1)	\$8.50
RAF0608	SORSEN III (2)	\$8.50
RAF0609	REVENGE (2)	\$8.50
RAF0610	PHARSII II (2)	\$8.50
RAF0611	PIT VIPER (2)	\$8.50
RAF0612	SHYRACK SHUTTLE (2)	\$8.50
RAF0613	BLIZZARD (1)	\$8.50
RAF0614	KOSMOS (1)	\$8.50
RAF0615	HELL BENDER (1)	\$8.50
RAF0616	DEATH WIND (1)	\$8.50
RAF0617	GLAVE (1)	\$8.50
RAF0618	DRAKER (1)	\$8.50
RAF0619	DART FIGHTER	\$8.50
RAF0620	TALON	\$8.50
RAF0621	LANCE ELECTRA	\$8.50
RAF0622	SENTRY FIGHTER	\$8.50
RAF0623	STAR RAVEN GUNBOAT	\$8.50
RAF0624	BETA FORTRESS	\$8.50
RAF0625	SAUCER (2)	\$8.50
RAF0626	BLOOD HAWK (3)	\$8.50
RAF0627	CRESENT (3)	\$8.50
RAF0628	EAGLE (2)	\$8.50
RAF0629	SCORPION (1)	\$8.50
RAF0630	CONTOGA (1)	\$8.50
RAF0631	NARWALE (1)	\$8.50
RAF0632	AOSHA (1)	\$8.50
RAF0633	RAY (1)	\$8.50
RAF0634	FLEETCHER (1)	\$8.50
RAF0635	MEGA FORTRESS	\$8.50
RAF0636	CONSTELLATION (1)	\$8.50
RAF0637	AVENGEERS (2)	\$8.50
RAF0638	WAVE CUTTER (4)	\$8.50
RAF0639	HAYOK (2)	\$8.50
RAF0640	CATASTROPHE (2)	\$8.50
RAF0641	WINDHAMMER (4)	\$8.50
RAF0642	SPIDER (2)	\$8.50
RAF0643	TIGER MOTH (3)	\$8.50
RAF0644	WORM POD (2)	\$8.50
RAF0645	DRAGON FLY (2)	\$8.50
RAF0646	MUCK WORM (4)	\$8.50
RAF0647	SNAPPING TURTLE	\$8.50
RAF0648	NIGHT WING	\$8.50
RAF0649	HORNET (2)	\$8.50
RAF0650	JAVELIN (2)	\$8.50
RAF0651	RATTLER (3)	\$8.50
RAF0652	EQUILIZER (3)	\$8.50
RAF0653	PRAYING MANTIS (2)	\$8.50
RAF0654	FIRE BAT (2)	\$8.50
RAF0655	FALCON (1)	\$8.50
RAF0656	LARVA (3)	\$8.50
RAF0657	REMOVA (2)	\$8.50
RAF0658	LAMPREY (2)	\$8.50
RAF0659	SQUIDGE (2)	\$8.50
RAF0660	MANTA (2)	\$8.50
RAF0661	MUSKFLUNGE (2)	\$8.50
RAF0666	VARTAK (3)	\$8.50

## Star Wars

**Star Wars Miniatures Rules** They're back! With the rules updated to make them compatible with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. \$30.00

**Star Wars Miniatures Companion** Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc. \$25.00

## Star Wars Miniatures

Blister packs with 3 or ( ) 25mm metal figures. By West End Games

WES40401	LUKE, R2D2, C3PO (3)	\$13.50
WES40402	HAN, CHEWIE, LEIA (3)	\$13.50
WES40403	STORMTROOPERS #1 (3)	\$13.50
WES40404	STORMTROOPERS #2 (3)	\$13.50
WES40405	REBEL TROOPERS #1 (3)	\$13.50
WES40406	REBEL TROOPERS #2 (3)	\$13.50
WES40407	DARTH VADER, OBI WAN, LUKE	\$13.50
WES40408	PILOTS & GUNNERS #1 (3)	\$13.50
WES40409	STORMTROOPERS #3 (3)	\$13.50
WES40410	IMPERIAL HVT BLSTR & CREW	\$13.50
WES40411	IMPERIAL ARMY TROOPERS (3)	\$13.50
WES40412	IMPERIAL NAVY TROOPERS (3)	\$13.50
WES40413	REBEL TROOPERS #3 (3)	\$13.50
WES40414	REBEL COMMANDOS (3)	\$13.50
WES40415	IMPERIAL OFFICERS (3)	\$13.50
WES40416	STORMTROOPERS #4 (3)	\$13.50
WES40417	REBEL COMMANDOS #2 (3)	\$13.50
WES40418	IMPERIAL ARMY TROOPERS #2 (3)	\$13.50
WES40419	IMPERIAL NAVY TROOPERS (3)	\$13.50
WES40420	BOUNTY HUNTERS (1)	\$13.50
WES40421	REBEL TROOPERS #4 (3)	\$13.50
WES40422	BOUNTY HUNTERS #2 (3)	\$13.50
WES40423	DROIDS (3)	\$13.50
WES40424	CLOUD CITY (3)	\$13.50
WES40425	THE EMPEROR	\$13.50
WES40426	BOUNTY HUNTERS (3)	\$13.50
WES40427	DENIZENS OF TATOOINE (3)	\$13.50
WES40428	SANDTROOPERS (3)	\$13.50
WES40429	ALIENS OF THE GALAXY	\$13.50
WES40430	JEDI KNIGHTS	\$13.50
WES40431	SNOWTROOPERS (1) SP	\$13.50
WES40432	HOTH REBEL TROOPERS (3)	\$13.50
WES40433	SCOUT TROOPERS (3)	\$13.50
WES40434	REBEL OPERATIVES (3)	\$13.50
WES40435	WOOKIES MINATURES	\$13.50
WES40436	MON CALAMARI MINATURES	\$13.50
WES40437	HEIR TO THE EMPIRE VILLAINS	\$13.50
WES40438	EWOKS	\$13.50
WES40439	NOGHRI	\$13.50
WES40440	ZERO-G TROOPERS	\$13.50

WES40441	SKYWALKERS	\$13.50
WES40442	ENCOUNTER ON HOTH	\$13.50
WES40443	ALIENS OF THE GALAXY #2	\$13.50
WES40444	JABBA THE HUT	\$13.50
WES40445	JABBA'S SERVANTS	\$13.50
WES40446	DARKSTRYDER #1	\$13.50
WES40447	DARKSTRYDER #2	\$13.50
WES40448	PIRATES	\$13.50
WES40449	MOS EISLEY	\$13.50
WES40450	GAMORREAN GUARDS	\$13.50
WES40451	MOS EISLEY CANTINA ALIENS	\$13.50
WES40452	DARKSTRYDER #3 MINIATURES	\$13.50
WES40453	ALIENS OF THE GALAXY #3	\$13.50
WES40454	IMPERIAL TROOP PACK 12 Storm Troopers	\$35.95
WES40455	REBEL TROOP PACK 12 Rebel Troopers	\$35.95
WES40501	LANDSPEEDER	\$19.95
WES40502	IMPERIAL SPEEDER BIKES	\$19.95
WES40503	REBEL SPEEDER BIKES	\$19.95
WES40504	STORM SKIMMER	\$19.95
WES40505	AT-PT	\$19.95
WES40506	REBEL SNOW SPEEDER	\$26.95
WES40507	BANTHA WITH RIDER	\$19.95
WES40508	REBEL TAUNTAUN PATROL	\$19.95

## Space Rangers

**ICE SPACE RANGERS \$50.00**  
This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armour normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotta bases.

## Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin ktis of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent range of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

### Ruined Building Corners

ARM110	Ruined Building Corner with Single Door	\$12.50
Stands 62mm high, with one single door, 4 windows, 75mm x 80mm		
ARM111	Ruined Building Long Corner with Double Door	\$12.50
Stands 62mm high, with single door & double door, 3 windows, 40mm x 115mm		
ARM115	Two Stories Ruined Building Corner, Roller Door	\$14.95
Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55mm		
ARM116	Two Stories Ruined Building Long Corner	\$14.95
Stands 88mm high, with single door, 8 windows, 47mm x 102mm		

### Stone Walls

ARM140	10cm x 2cm Small-Rock Walls (3)	\$9.95
Walls 2cm tall, 10cm long, made of small rocks.		
ARM142	10cm x 2.5cm Quarry-Stone Walls (3)	\$9.95
Walls 2.5cm tall, 10cm long, made of quarry stones.		
ARM160	15cm x 2cm Small-Rock Walls (3)	\$11.50
Walls 2cm tall, 15cm long, made of small rocks.		
ARM162	15cm x 2.5cm Quarry-Stone Walls (3)	\$11.50
Walls 2.5cm tall, 15cm long, made of quarry stones.		
ARM190	23cm x 2cm Small-Rock Walls (2)	\$11.50
Walls 2cm tall, 23cm long, made of small rocks.		
ARM192	23cm x 2.5cm Quarry-Stone Walls (2)	\$11.50
Walls 2.5cm tall, 23cm long, made of quarry stones.		

### Science Fiction Terrain

ARM210	Piles of Rubble	\$9.95
A 25mm high pile of bricks, and 25mm high pile of rubbish with skulls.		
ARM220	Tri-Tank Fuel Cells	\$8.75
Three round chemical storage tanks connected together, about 30mm high.		
ARM222	Cryo Generator & Small Power Unit	\$9.95
37mm high Cryo Generator and 25mm high Small Power Unit.		
ARM224	Cryo Tank, Fuel Processor, Oil Storage Tank	\$9.95
37mm high Cryo Tank, 30mm tall Fuel Processor, 25mm tall Oil Storage Tank.		
ARM230	Large Tri-Tank Fuel Cells	\$14.95
Three large round chemical storage tanks connected together, about 50mm high.		
ARM232	Large Cryo Generator	\$12.50
One large Cryo Generator, about 60mm high.		
ARM234	Large Fuel Processor (1)	\$9.95
One large Fuel Processor, about 40mm high.		
ARM236	Large Cryo Tanks (2)	\$12.50
Two large spherical Cryo Tanks, about 60mm high.		
ARM240	Power Grid (2)	\$11.00
Two pieces of a Power Grid, one about 20mm high, the other 45mm high.		

### Containers

ARM310	Small Wooden Crates (9 crates)	\$9.95
ARM312	Medium Wooden Crates (6 crates)	\$9.95
ARM314	Medium Vertical Wooden Crates (4 crates)	\$9.95
ARM316	Medium Vertical Metal Crates (4 crates)	\$9.95
ARM320	Large Wooden Crates (4 crates)	\$12.50
ARM322	Large Metal Crates (4 crates)	\$12.50
ARM324	Large Vertical Wooden Crates (3 crates)	\$12.50
ARM326	Large Vertical Metal Crates (3 crates)	\$12.50
ARM380	Barrels & Drums (7)	\$12.50

## Terrain Creations

We have picked up a magnificent range of 15mm and 25mm scenery. It can be used for Sci-Fi, Fantasy, or Historical, but we decided to put it here. For really cheap prices, each of these packs contains a multitude of large hills. The basic set, for example, will amply supply an entire 180cm x 120cm wargames table. The hills are made from a durable material with fiberglass on their top and bottom, they are all painted and flopped, and the flock does not come off readily! And you can easily drill a few holes in order to put in your K&M Trees. The hills are perfect for Warhammer 40,000 and Warhammer Fantasy, and I've even used them for 15mm DBM

TER1001	BASIC HILL SET (9)	\$42.50
Contains a good mix of nine 1" hills ranging from 35cm x 45cm to 7.5cm x 7.5cm in size. All the hills are at least 2.5cm high. This pack of nine hills will provide all the hills you need for a wargames table 180cm x 120cm or larger. Not suitable for 15mm historical, but		

perfect for all 25mm games such as Warhammer 40,000 or Fantasy. Small hills stack easily on larger ones to make two level hills.

TER1002	TRANSITIONAL HILL SET	\$27.00
This is an irregular set of four large hills with a hand-crafted dirt slope on one side. Use these hills for difficult slopes on your gaming table. Stack them to make level 2 hills with cliff faces.		

TER1003	MODULAR HILL SET	\$39.00
This set contains two large hills from the BASIC SET, 35cm x 45cm and 30cm x 35cm, and cuts them in half. This means you can use each of them as single hills, or as two separate hills that join to the edge of the wargames table. There is also a 45cm x 45cm hill cut into four, that can be one big hill or four hills to fit into the table's four corners. This is over 5sq feet of hills!		

TER1004	RIDGE LINE SET	\$15.00
Contains three long, narrow hills that are 15cm wide and 25cm, 37cm and 50cm long, which simulate long, narrow ridge lines. These hills can also be stacked on top of the LARGE RIDGE LINE SET to make level 2 ridges.		

TER1005	STEEP HILL SET	\$24.00
Some games require steep and gentle slopes. This set has five large hills, four which have steep faces on them, and one with a transitional slope that is between gentle and steep.		

TER1006	LARGE RIDGE LINE SET	\$30.00
This set can stand alone as three HUGE ridge lines, or to place beneath the regular RIDGE LINE SET to form level 2 ridge lines. These ridge lines are 25cm wide, and 35cm, 50cm and 70cm long.		

TER1007	IRREGULAR HILL SET #1	\$36.00
Not all hills are round, so this set of four includes two "kidney" shaped hills, one large and one smaller which can be stacked on top of each other to make a level 2 hill, and two "comma" shaped hills, which can also be stacked.		

TER1008	TERRAIN SQUARES (1)	\$25.50
These 2 foot square (60cm square) flopped terrain squares can be laid out to provide you with a complete flopped table to place upon it all of your hills, etc. These boards can be cut easily. For a DBM table 6ft x 4ft, you need 6 squares, for a Warhammer 40,000 board of 8ft x 6ft you need 8 squares. If you buy 6 or more of these squares, you may take 10% off the price.		

TER1009	TERRAIN SAMPLER	\$11.95
Three medium sized round hills and one medium sized kidney shaped hill.		

## Warhammer 40,000

### GAM WARHAMMER 40,000 BOXED SET

At long last, the new rules for Warhammer 40K have been released. Instead of a single rule book, the new Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore their first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves in which to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having its own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. \$114.95

**INFERNO MAGAZINE #1** At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There will be stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc, worlds. \$9.95

**CODEx SPACE WOLVES** Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njall Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, etc. \$31.50

**CODEx ELdAR** The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Special rules for eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc. \$31.50

**CODEx ORCS** 96 page book detailing the orcs, gretchin, and snottlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shock Attack Gun and its snottling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'easy metal painting guide. \$31.50

**CODEx ULTRAMARINES** The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marneus Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! as well as Terminator Gauntlets with twin bolters; Chaplain Cassius makes his squad immune to fear of Tyrannids, Captain Invictus has a plasma blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test; there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more. \$31.50

**CODEx TYRANIDS** At last the Tyranid Codex is here, and it



was worth the wait. The Tyrannids are now even more a force to be reckoned with. New beasts include Gargoyles, which are flying Termagants armed with flamers; Hormagants, which are tough Termagants armed with 4 scythe like claw arms; the Lictor, a Tyrannid sized assassin which cannot be spotted when hiding; Zoanthrope, a special psyker monster; spore mines & their living launcher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spinesfist, etc; and lots of living bio warfare, including regenerate wounds, voltage field, adrenalin sac, sharpened claws, etc. I have a large and impressive Tyrannid army. For 2,000 points I like to field around 5 - 6 Lictors with Voltage fields and about sixty Hormagants, lead by a mighty Hive Tyrant with a Venom Cannon. Termagants with Stranglewebs are a handy way of sticking enemies in place. **\$30.00**

**CODEX IMPERIAL GUARD** The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, warfare, and multitude of tanks. Organisation details, painting guides. **\$31.50**

**CODEX ANGELS OF DEATH** The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels were the first Space Marine Legion; they are serious, slow to anger, but tenacious and unstoppable. Their history contains a dark, dark secret, which even today the chapter is trying to remove the stain. This dark secret, and other secrets, are revealed fully in the book. The book covers the Deathwing, all the special characters & their warfare cards, etc. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other specialists, the Death Company, the whole history of the chapter, with their own secret curse and attempts to be rid of it. This is a great book! **\$31.50**

**CODEX CHAOS** Out of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. This book contains descriptions and army lists for all of the most infamous Chaos Space Marine Legions, including the World Eaters, Thousand Sons, Death Guard, Emperor's Children, etc. Includes Terminators, Noise Marines, Khorne Berserkers, Plague Marines, Dreadnoughts, heaps of daemons and creepies of all descriptions. Also new Warfare Cards, templates for Chaos weapons, etc. Of special interest are two "optional" army lists, you can only use them in campaigns or special pre-arranged scenarios - you can't use them in tournaments. These are the Chaos Cult Army List and the Daemon World Army Lists. The Daemon World army is so good you'll understand why. **\$31.50**

**WHITE SCAR MARINE CHAPTER** An excellent though unofficial new Space Marine Chapter is given in Mars Magazine # 3: the White Scar Marines. These Marines have modelled themselves upon the medieval Mongols. The army list contained in this magazine uses the Codex Ultramarines as a base, but lists many changes and special characters, which include: Scouts riding horses, veteran squads riding bikes, the chapter leader, Baidar Khan has his own personal Leman Russ and he fires the turret weapon with a BS of 7, Subtati Khan with special lightning claws, A Shaman as a psyker with a special bonus ability, and other characters! **\$10.95**

**CODEX BATTLE SISTERS** More details later. This is the new Space Marine chapter made up entirely of women! **\$31.50**

**DARK MILLENIUM**  
At last - the boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Warfare cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psychers are in the game, eg. if there are 3 psychers, you throw 3D6, and get that many cards evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers. **\$60.00**

## 'EAVY METAL MODELLING GUIDE

80 pages of full color photos, this modelling guide contains everything you need to know about modelling. There is detailed information about all of the different techniques for preparing, assembling, and converting single miniatures and vehicles, and building dioramas. This book can be used in conjunction with the other two 'Eavy Metal Painting Guides. Includes making your own bases, miniatures with plastic and metal components, converting plastic cavalry, head and weapon swaps, and various army leaders including Blood Angels Captain, Chaos Dragon, etc. **\$30.00**

**HOW TO MAKE WARGAMES TERRAIN**  
Nothing looks better than a gaming table crammed with exciting scenery. This book shows you how to design and make terrain for wargames. Using simple techniques and readily available materials, you can produce all sorts of models from simple woods and hills to amazing fantasy castles and cratered backgrounds of the far future. Highly recommended. For Warhammer Fantasy & 40K. **\$30.00**

## Warhammer 40,000 Miniatures

### 40K Boxed Armies

**BLOOD ANGELS SPACE MARINE ARMY** **\$280.00**  
2000 point army - 50 piece set including dreadnought, terminators, characters & lots of Marines.

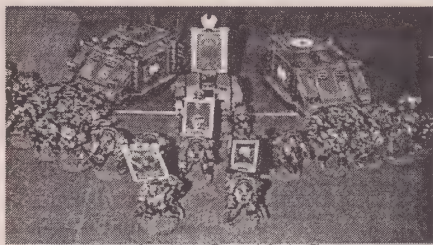
**SPACE ORK ARMY** **\$300.00**  
1000 point army - Glazghkull, Mkari, Runthred, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Squad, Blood Axe Kommandos, Gretchlin Mob, Splatta Cannon, Dreadnought, Snorting Herd.

**ELDR ARMY** **\$310.00**  
2000 point army - Eldrad Ulthran, Asurmen, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers.

**CIT0510 ULTRAMARINES ARMY** **\$285.00**  
**CIT0512 TYRANID ARMY DEAL** **\$370.00**  
**CIT0513 SPACE WOLVES ARMY** **\$290.00**

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My own Space Marine Emperor's Legion Chapter

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**CIT0444 ICE WARRIORS OF VALHALLA (10)**.....\$43.00  
**CIT0445 MORDIAN IRON GUARD (10)**.....\$43.00  
**CIT0446 TALLARN DESERT RAIDERS (10)**.....\$43.00  
**CIT102726 STORM TROOPERS (6 plastic)**.....\$15.00

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**CIT722105 RATTLING SNIPERS (5)**.....\$15.50  
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CIT722198	CATACHAN HEAVY WEAPON (1)	\$15.50
CIT722204	CADIAN TROOPERS WITH SERGEANT (4)	\$15.50
CIT722211	CADIAN TROOPERS WITH SPECIALIST (1)	\$15.50
CIT722227	CADIAN WITH MISSILE LAUNCHER (1)	\$16.00
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CIT722241	CADIAN WITH HEAVY BOLTER (1)	\$16.00
CIT722248	CADIAN SPECIAL WEAPON (2)	\$12.50
CIT722255	VALHALLAN TROOPERS & SERGEANT (4)	\$15.50
CIT722262	VALHALLAN TROOPERS & SPECIALIST (4)	\$15.50
CIT722269	VALHALLAN HEAVY WEAPON (1)	\$15.50
CIT722276	MORDIAN TROOPERS & SERGEANT (4)	\$15.50
CIT722283	MORDIAN TROOPERS & SPECIALIST (4)	\$15.50
CIT722290	MORDIAN HEAVY WEAPON (1)	\$15.50
CIT722297	TALLARN TROOPERS & SERGEANT (4)	\$15.50
CIT722304	TALLARN TROOPERS & SPECIALIST (1)	\$15.50
CIT722311	TALLARN HEAVY WEAPON (1)	\$15.50
CIT722318	CAPTAIN CHENKOV OF VALHALLA (1)	\$15.50
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CIT722332	CATACHAN JUNGLE FIGHTER CAPTAIN (1)	\$12.50
CIT722339	CATACHAN SPECIAL WEAPONS (2)	\$15.00
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CIT724215	ROUGHGRIDER (1)	\$10.00
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CIT0449	TYRANID HIVE TYRANT (1)	\$47.00
CIT0451	TYRANID LICTOR (1)	\$32.00
CIT0800	TYRANID TERMAGEANTS (10) limited stocks	\$20.00
CIT0675	TYRANID TERMAGEANTS (6)	\$16.00
CIT0775	TYRANID WARRIORS (1)	\$32.00
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CIT726707	TERMAGEANTS WITH SPIKE RIFLE (3)	\$15.50
CIT726714	GARGOYLES (2)	\$15.50
CIT726721	TERMAGEANT WITH WEB STRANGLER (3)	\$15.50
CIT726738	TYRANID BIOVORE (1)	\$19.00
CIT726745	TYRANID HORMAGAUNTS (3)	\$19.00
CIT726752	TYRANID WITH SPINEFIIST (1)	\$19.00
CIT726769	TYRANID WITH DEVOURER (1)	\$19.00
CIT726776	TYRANID WITH LASH WHIP (1)	\$19.00
CIT726783	TYRANID WITH VENOM CANNON (1)	\$19.00
CIT726790	TYRANID WITH BARBED STRANGLER (1)	\$19.00
CIT726806	TYRANID RIPPER SWARM	\$12.50
CIT726813	TYRANID ZOANTHROPE (1)	\$24.00



My Tyranid Swarm in all its glory.

## Fantasy

### Alternative Armies

Another miniatures company in the UK, Alternative Armies is now gaining popularity with a new Napoleonic-fantasy miniatures rules system. We have imported the principal boxed sets for the game. If you are interested in us carrying the range of blistered figures, selling for around \$11.95 each, please let us know.

#### ALT FLINTLOQUE - The Skirmish

Sharke's Orc Riflemen battle against the finest Elf Volteigurs in the first in a series of Black Powder skirmish fantasy miniatures games, based on the Napoleonic era, set in the war-torn land Valon. The Elven Emperor Mordred has harnessed the unholy power of gunpowder and marches across the world. Only the Orcs of Albion stand between him and victory. Contains the 32 page rulebook, three scenarios, reference tables, and 16 exaggerated 35mm metal miniatures of orcs and elves. **\$39.95**



#### ALT DEADLOQUE - Death in the Snow

Mordred's lust for power has lead him into the Witchlands. Can even his mighty Elven army stand against Czar Alexander's Hordes of Undead? The Undead, unlike living beings, cannot be shattered by one volley of musket fire. Hit once, they would just get back up again. A chilling skirmish game. Contains a 32 page rulebook, three scenarios, and 6 elf and 10 undead 35mm miniatures, and reference tables. **\$39.95**

#### ALT GRAPESHOTTE - Reign of Death

The Queen of Battles - this is the Artillery Rules for Cannons and other weapons from the arsenal of Valon. For use with Flintloque and Deadloque, this stunning boxed set includes 96 page rules for Skirmishing artillery, rocket troops, sappers, engineers, updated small arms statistics, 9 scenarios, 5 dice, templates, and two artillery pieces, one Field Gun and one Howitzer. **\$39.95**

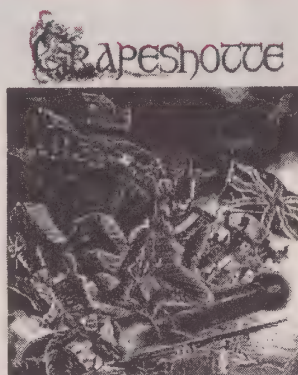
#### ALT 1st Troop Royal Albion Horse Artillery

A superb orc horse artillery team for use with Grapeshot. The set

includes 4 horses, mounted and foot crew miniatures, a limber, and two Six Pounder cannons. **\$39.95**

#### ALT 2eme Artillerie A'Cheval De La Garde

The Elven Emperor's Jeune Fils strike back in this set of elite Horse Artillerie designed to bring carnage and confusion to your enemy's battle lines. Contains a 4 horse team, limber, light cannon, four mounted and dismounted artillery crew, one mounted & dismounted officer. **\$39.95**

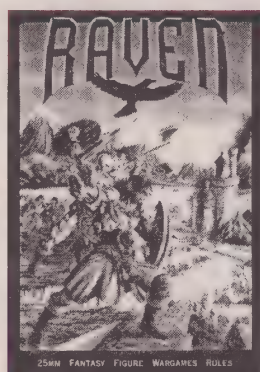


## Harlequin Miniatures

A sort of new company in the UK, with the sculptors being primarily ex-Games Workshop staff, including Kev Adams. Most of the figures are 100% compatible with Warhammer Fantasy Battles, including having slot bases and occasionally plastic clip-on shields. Those figures which are 100% compatible with Warhammer Fantasy Battles are listed under the Warhammer Fantasy Battles heading, and those figures which don't really fit in are listed below here:

#### HAR RAVEN FANTASY MINIATURES RULES

It is the beginning of the Fourth Age. A time wracked with turmoil, a time of change. Alliances which held fast for centuries have dissolved. Technology and magic are on the advance. Gnomish engineers working with dwarves have harnessed the power of steam. Shadow elves continue to spread terror throughout the land and the migration southwards of the Barmorsk orc forces is proving to be a matter of concern to all. This rules are 144 pages and fully illustrated with complete battle rules, army lists, background info, spell grimoires and color guide to every miniature produced by Harlequin Miniatures. This is a game of tactics. The races covered are the Vardulak Vampire Masters of the Drakul Knights, Wood Elves, Shadow Elves, High Elves, Barbarians, Barmorsk Orcs, Undead, Kustoss Orcs, Gzars, Helsinians, Ver'men, Beastmen, Dwarfs, Saracens, Goblins, Nightlings and the bestiary. **\$31.95**



#### Kustoss Orcs

Tall, skinny orcs in chain-mail or plate armor, exaggerated 25mm scale.

HAR2101	Kustoss Orc Command, General & Standard Bearer (2)	\$8.95
HAR2102	Kustoss Orc Archers in Chain-mail (3)	\$8.95
HAR2103	Kustoss Orc Elite Warriors in Plate Armor (3)	\$8.95
HAR2104	Kustoss Orc Command II Shaman & Drummer (3)	\$8.95
HAR2105	Kustoss Orc Elite II in Plate Armor (3)	\$8.95
HAR2106	Kustoss Orc Archers in Chain-mail (3)	\$8.95
HAR2107	Kustoss Orc Ballista & 2 Crew	\$12.95
HAR2108	Kustoss Orc Bow Rider in Plate Armor (1)	\$10.95
HAR1924	Kustoss Orcs with Swords (5)	\$10.95
HAR1925	Kustoss Orcs with Bows (5)	\$10.95
HAR7902	Kustoss Orc Siege Catapult & 4 Crew	\$38.95

#### Barbarians

Conan the Barbarian style figures, exaggerated 25mm scale.

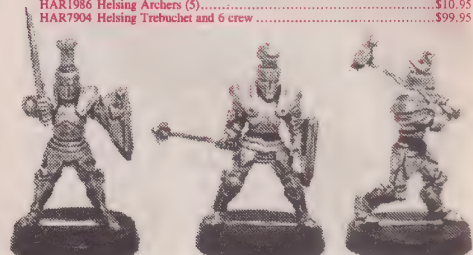
HAR3101	Barbarian Heroes with Hand Weapons (3)	\$8.95
HAR3102	Barbarian Raiders with Hand Weapons (3)	\$8.95
HAR3103	Barbarian Champions with Hand Weapons (3)	\$8.95
HAR3104	Barbarian Warriors with Hand Weapons (3)	\$8.95
HAR3105	Barbarian Fighters with Hand Weapons (3)	\$8.95
HAR3106	Barbarian King being carried on his shield (3)	\$12.95
HAR3107	Barbarian Berserkers with Hand Weapons (3)	\$8.95
HAR3108	Barbarian Veterans (3)	\$8.95
HAR3109	Barbarian Tribesmen (3)	\$8.95
HAR3110	Barbarian Scouts (3)	\$8.95
HAR3111	Barbarian Blood-Questers with Hand Weapons (3)	\$8.95
HAR3112	Barbarian Elite Guard (3)	\$8.95
HAR3113	Barbarian Cavalry with Sword (1)	\$8.95
HAR3114	Barbarian Cavalry with Mace & Shield (1)	\$8.95
HAR1934	Barbarians with Axes (5)	\$10.95

#### 15th Century Knights (Helsinians)

15th Century Humans, exaggerated 25mm scale.

HAR8101	Helsing Foot Knights in Plate Armor (3)	\$8.95
HAR8102	Helsing Armored Longbowmen (3)	\$8.95
HAR8103	Helsing Foot Knights with Halberds, in Plate Armor (3)	\$8.95
HAR8104	Helsing Foot Knight Command in Plate Armor (3)	\$8.95
HAR8105	Helsing Foot Knight Fighters in Plate Armor (3)	\$8.95

HAR8106	Helsing Unarmored Longbowmen (3)	\$8.95
HAR8107	Helsing Unarmored Crossbowmen (3)	\$8.95
HAR8108	Helsing Templar Foot Knights (3)	\$8.95
HAR8109	Helsing Templar Foot Knights II (3)	\$8.95
HAR8110	Helsing Retainers with swords in Plate Armor (3)	\$8.95
HAR8111	Helsing Templar Foot Knights III (3)	\$8.95
HAR8112	Helsing Templar Foot Knights IV (3)	\$8.95
HAR8113	Helsing Court Set (3 nobles)	\$8.95
HAR8114	Helsing Pikemen (3)	\$8.95
HAR8115	Helsing Priests (3)	\$8.95
HAR8116	Helsing Ballista & 2 Crew	\$12.95
HAR8117	Helsing Inquisitor Monks (3)	\$8.95
HAR8118	Helsing Men at Arms on Foot (3)	\$8.95
HAR8119	Helsing Bombard & 3 Crew	\$15.50
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HAR8121	Helsing Templar Mounted Knight (3)	\$8.95
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HAR8197	Helsing Mounted Knight with Sword (1)	\$8.95
HAR8198	Helsing Mounted Knight with Sword (1)	\$8.95
HAR8199	Helsing Mounted Knight with Sword (1)	\$8.95
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HAR8109 Helsing Templars II



HAR8117 Helsing Inquisitor Monks

#### Boxed Sets

Exaggerated 25mm scale.

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HAR7903	Giant Chimera (1)	\$38.95
HAR7905	Giant Forest Troll (1)	\$25.95
HAR7906	Great Forest Dragon (1)	\$74.95
HAR7909	Daemon Lord (1)	\$38.95
HAR7910	Giant Hydra (1)	\$49.95

## Hordes of the Things

#### WRG HORDES OF THE THINGS

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **\$16.00**

#### Hordes of the Things 15mm Armies

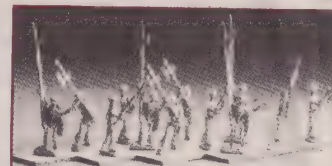
15mm metal figures by Irregular Miniatures.

HOTT Elf Army (24 Army Points)	\$20.00
HOTT Dwarf Army (24 Army Points)	\$20.00
HOTT Orc Army (24 Army Points)	\$20.00
HOTT Skeleton Army (24 Army Points)	\$20.00
HOTT Lizardmen Army (24 Army Points)	\$20.00
HOTT Amazon Army (24 Army Points)	\$20.00
HOTT Dark Dwarf Army (24 Army Points)	\$20.00
HOTT Ratmen Army (24 Army Points)	\$20.00
HOTT Halfing Army (24 Army Points)	\$20.00
FSK7 Skeleton Chariot	\$6.50
FCR9 Lurker (1)	\$5.55
FCR12 Skeletal Beast with Howdah & Crew	\$11.00

#### Ral Partha's Rank & File 15mm

15mm metal figures by Ral Partha

RALRFP01	IMPERIAL GENERAL & CAVALRY (7)	\$13.50
RALRFP03	IMPERIAL MERCENARY CAVALRY (6)	\$11.95
RALRFP04	IMPERIAL MERC SPEARMEN (12)	\$10.95
RALRFP05	IMPERIAL ELITE GUARD (12)	\$10.95
RALRFP06	IMPERIAL FOOT KNIGHTS (12)	\$11.95
RALRFP07	IMPERIAL PIKEMEN (12)	\$10.95
RALRFP08	IMPERIAL RANGERS (13)	\$11.95
RALRFP09	IMPERIAL IRON TORTOISE TANK	\$16.95
RALRFP10	ORC GENERAL & ELITE GUARD (13)	\$11.95
RALRFP11	ORC SWORDSMEN WITH SHIELDS (12)	\$10.95
RALRFP12	ORC LIGHT PIKEMEN (12)	\$10.95



RF132 Skeleton Polearm (12)



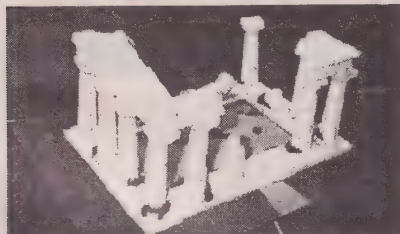
RALRF101	ORCS WITH AXES & SHIELDS (12)	\$10.95
RALRF104	ORC LIGHT AXEMEN (12)	\$10.95
RALRF105	ORCS WITH POLEAXES (12)	\$10.95
RALRF106	ORCS LIGHTS WITH POLEAXES(12)	\$10.95
RALRF107	ORC HEAVY ARCHERS (12)	\$10.95
RALRF108	ORC LIGHT ARCHERS (12)	\$10.95
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RALRF131	SKELETON SWORDSMEN (12)	\$10.95
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RALRF134	SKELETON LIGHT SPEARMEN (12)	\$10.95
RALRF135	SKELETON ARCHERS (12)	\$10.95
RALRF190	DRAGONMEN FOOT TROOPS (6)	\$13.50
RALRF900	PLAYER CHARACTERS # 1	\$4.95
RALRF901	PLAYER CHARACTERS # 2	\$4.95

## GRENDEL

Grendel has been taken over by Kryomek, and we are expecting a full restock of all Grendel lines in April '97.

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**TOME OF THE ABYSS** 64 page booklet that is also contained in the game. Speaks about the fall from heaven, the twelve Archfiends, Lieutenants, and places within the Abyss. **\$11.50**

**HAVOC ISSUE 0** A magnificent 60 magazine with Inferno fiction and accompanying scenario, expanded rules, fiction and accompanying rules for using the magnificent *Towers of Bel* 3D set of towers and catwalks, Character Sheets on heaps of new Archfiends and their terrible Lieutenants and hordes. **\$4.00**

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Hordes are 6mm, Archfiends 60mm, Lieutenants 40mm

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RAL11464	NAGA	\$3.50
RAL11465	BONESNAPPER	\$6.50
RAL11466	BLINK DOGS	\$6.50
RAL11467	MINOTAUR	\$6.95
RAL11468	TAERS deleted	\$11.95
RAL11469	SLUGS deleted	\$11.95

RAL11470	MEDUSA (1)	\$3.50
RAL11471	NECROPHIDI (1)	\$3.50
RAL11473	GIANT RAT HORDES (2)	\$9.50
RAL11474	SYLPH (1)	\$3.50
RAL11475	LIZARDMEN (3)	\$10.95
RAL11476	BEHOLDER KIN (2)	\$13.95
RAL11477	ANTICORRE (1)	\$12.95
RAL11478	KENKU (1)	\$10.95
RAL11479	BULETTE (1)	\$11.95
RAL11480	LICH (1)	\$3.95
RAL11481	AD&D OGRE W/CLUB	\$11.95
RAL11482	AD&D WHITE DRAGON	\$12.50
RAL11483	AD&D ROCK PYTHON	\$8.95
RAL11484	FAIRIE	\$3.50
RAL11486	BUGBEARS & KOBOLD (3)	\$8.95
RAL11487	AD&D HOBGOBLIN JAILER & GUARDS	\$8.95
RAL11488	CYCLOPS (1)	\$19.95
RAL11489	FIREKIN (1)	\$4.75
RAL11490	GITHYANKI (3)	\$12.50
RAL11492	YAL (1)	\$12.50
RAL11493	SHAMBLING MOUND (1)	\$8.95
RAL11494	WEMIC (2)	\$11.95
RAL11495	KIRIN (1)	\$9.95
RAL11496	SKELETAL GIANT	\$12.50
RAL11497	XORN	\$4.95
RAL11498	CAVE FISHER	\$4.95
RAL11499	WERE RAT IN 3 STAGES	\$9.95
RAL11500	CRYPT THING (1)	\$3.50
RAL11501	HELL HOUNDS (2)	\$12.50
RAL11502	DEATH KNIGHT (1)	\$3.50
RAL11503	MOUNTAIN GIANT (1)	\$12.50
RAL11504	REMORHAZ (1)	\$26.95
RAL11505	ILLITHID (1)	\$3.50
RAL11506	HOOPT HORROR (1)	\$6.95
RAL11507	DEATH DOGS (2)	\$8.50
RAL11508	GITZERA (3)	\$9.95
RAL11509	ETTERCAPS (3)	\$9.75
RAL11510	RAKSHASA (1)	\$4.25
RAL11511	MOLDMEN (7)	\$11.50
RAL11512	MEDUSAE (M&F) (2)	\$7.50
RAL11513	GREATER YUGOLOTH GUARD	\$11.50
RAL11514	LARGE SPIDERS (2)	\$7.50
RAL11515	GIANT SPIDER	\$11.50
RAL11516	GRIMLOCKS (4)	\$12.95
RAL11517	DROW II (4)	\$12.95
RAL11518	MALE DRIDERS (2)	\$13.95
RAL11519	FIEND DRIDERS (2)	\$10.95
RAL11520	HAMMER GOLEM (1)	\$7.50
RAL11521	SPELLWEAVER (1)	\$4.95
RAL11522	BANELAR (1)	\$3.50
RAL11523	DERRO (3)	\$8.95
RAL11524	LYCANTHROPIES (3)	\$12.95
RAL11525	GRELL (2)	\$7.50
RAL11526	FOMOREAN GIANT (1)	\$13.95
RAL11527P	ELEMENTALS OF FIRE & EARTH (2)	\$10.95
RAL11528P	ELEMENTALS OF AIR & WATER (2)	\$10.95
RAL11529	OTYUGH	\$8.95
RAL11530	PERYTON (1)	\$13.95
RAL11531	BULLYWUGS (5)	\$11.95
RAL11532	RMRYR (1)	\$15.50
RAL11533	GOLEM (1)	\$4.95
RAL11534	GIBBERLINGS (4)	\$10.95
RAL11535	NIGHTSHADES (3)	\$8.95
RAL11536	WIND DUKES (2)	\$6.95
RAL11537	DOONDS OF LAW (2)	\$6.95
RAL11538	KAKUU SPIDER FIENDS (2)	\$7.50
RAL11539	RAKALUPIS (1)	\$12.50
RAL11540	DRAGON KIN (1)	\$4.95
RAL11576	GOLD DRAGON (1)	\$18.95
RAL11577	RED DRAGON (1)	\$18.95
RAL11578	Bronze Dragon (1)	\$17.95
RAL11579	AMETHYST DRAGON (1)	\$17.50
RAL11580	BLACK DRAGON	\$16.95
RAL11581	TOPEZ DRAGON	\$16.95

#### AD&D Ravenloft

Blister with ( ) 25mm figures.

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RAL11101	WEREBATS (3) RAVENLOFT	\$8.95
RAL11102	GREATER MUMMY (4) RAVENLOFT	\$11.50
RAL11104	VAMPYRES (3) RAVENLOFT	\$11.50
RAL11105	VILLAGE MTD (7) RAVENLOFT	\$17.50
RAL11106	VILLAGE PERSONALITIES (4) RVNL	\$11.50
RAL11107	GOBLYNS (3) RAVENLOFT	\$8.95
RAL11108	GREAT WHITE STAG (1)	\$6.50
RAL11109	GYPSIES (3)	\$8.95
RAL11110	GYPSY DANCERS (3)	\$9.95
RAL11111	RAVENLOFT LORDS (3)	\$8.95
RAL11112	VAMPIRE HUNTERS (3)	\$9.50
RAL11113	LOST ONES (3)	\$9.50
RAL11114	WOLFWEAR (4)	\$13.50
RAL11115	ZOMBIE LORD & LACKEYS	\$8.95
RAL11116	RATK UBEL	\$3.50
RAL11117	MAN WOLF	\$3.50
RAL11118	NATALIA VORSHKOVA	\$3.50
RAL11119	VAMPIRES (3)	\$9.95
RAL11120	LAB WORK TABLES & LABWARE	\$9.95
RAL11121	ASSORTED LIFE ENERGIZERS	\$9.95
RAL11122	FRANKIE PARKOV	\$3.50
RAL11123	IVANA BORITSI	\$3.50
RAL11124	ALFRED TIMOTHY	\$3.50
RAL11125	WITCHES (3)	\$8.95

#### AD&D Planescape

Blister with ( ) 25mm figures

RAL11600	FACTOL OF MERCYKILLERS (1)	\$3.50
RAL11601	FACTOL OF MERCYKILLERS (1)	\$3.50
RAL11602	FACTOL LHAIR/BLAKE CABAL	\$3.50
RAL11603	FACTOL DARIUS - SIGNERS	\$3.50
RAL11604	LEI KUNG POWER OF LAW	\$7.50
RAL11605	THOR NORSE POWER OF CHAOS	\$4.25
RAL11606	FACTOL KORAN OF CHAOS	\$4.25
RAL11607	MASK (1)	\$4.50
RAL11608	FREYA (GODDESS) (1)	\$4.50
RAL11609	'AKIN ARCANALOTH (1)	\$3.50
RAL11610	ESTYLAN (OGRE MAGE) (1)	\$4.95
RAL11611	KYLIE (1)	\$3.50
RAL11612	SHEMESKA & COLCOOK (2)	\$3.50
RAL11613	CIRILY (1)	\$3.50
RAL11614	DJHEK 'NARR (1)	\$3.50
RAL11615	FELL (1)	\$3.50
RAL11616	JEMORILLE THE EXILE (1)	\$3.50
RAL11617	SLY	\$3.50
RAL11618	PARAKK THE RAT	\$3.50
RAL11619	ALLUVIUS RUSKIN	\$3.50
RAL11620	TRANSCENDENT ORDER PCS (2)	\$6.95
RAL11621	DAOSICTES PCS (2)	\$6.95
RAL11622	FREE LEAGUE BAKIAUR	\$6.95
RAL11623	MERCY KILLERS (2)	\$6.95
RAL11624	ANARCHISTS OF REV LEAG	\$7.40
RAL11625	INCAFTERS (M&F)	\$7.50
RAL11626	ASIMAR (M&F)	\$7.50
RAL11627	THE "US"	\$4.75
RAL11640	GREATER GELUGON (1)	\$12.50
RAL11641	ASSIMON SOLAR (1)	\$7.95
RAL11642	TAKARRI SUCCUBUS (1)	\$3.50
RAL11643	ERYNIE (1)	\$3.50
RAL11644	ARMANTES	\$14.50
RAL11645	LESSER BAATEZU/HAMATULA	\$12.50
RAL11646	MAR	\$12.50
RAL11647	CORUGON	\$7.95
RAL11648	PIT FIEND	\$13.50
RAL11649	CHASME	\$8.95
RAL11650	ELEMENTAL VERMIN	\$10.50
RAL11651	DRECH	\$12.95
RAL11652	MOL'DEUS (1)	\$15.95
RAL11653	MALRATH (1)	\$3.50
RAL11654	BARBAZU (4)	\$11.95
RAL11655	BLACK ABISHAI (2)	\$14.95

#### AD&D Dark Sun

Blister with ( ) 25mm figures.

RAL11700	GLADIATORS (3) DARK SUN	\$8.95
RAL11701	THRI-KREEN (3) DARK SUN	\$12.50
RAL11704	CLIFF GLIDER DARK SUN	\$15.50
RAL11706	TEMBO DARK SUN	\$6.50
RAL11708	DARK SUN FEMALE GLADIATORS (3)	\$8.95
RAL11710	DARK SUN JOZHALS (5)	\$8.95
RAL11711	DARK SUN BELGOI (3)	\$8.95
RAL11712	DRAGON KING (1)	\$15.50
RAL11719	CHARACTURES (3)	\$9.95
RAL11751	LAMIA (1)	\$6.95
RAL11752	CHIMAERA (1)	\$15.95
RAL11753	BANSHEGH & JUSTINA	\$6.95
RAL11754	QUORAD AL-DINN (1)	\$3.50
RAL11755	THE SWORD MAGE (1)	\$3.50
RAL11756	LIAEDDRA OF LLUABRAIGHT (1)	\$3.50
RAL11757	GHURALLI OROG WARLORD	\$4.95

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Each with ( ) 25mm figures.

RAL10500	RED DRAGON OF KYRNN & RIDER	\$39.95
RAL10501	DRACONAINS (10)	\$33.95
RAL10502	HEROES OF THE LANCE (10)	\$29.95
RAL10503	HUMA'S SILVER DRAGON	\$37
RAL10504	VILLAINS OF KYRNN (9)	\$34.95
RAL10510	D&D BASIC HEROES (10)	\$29.95
RAL10511	RAVENLOFT DENIZENS (10)	\$44.95
RAL10512P	D&D MONSTERS (20 PLASTIC)	\$64.95
RAL10514	DRAGON MOUNTAIN BOXED SET	\$44.95
RAL10515	CASTLE FORLORN RAVENLOFT SET	\$31.95
RAL10516	FIRST QUEST STARTER SET	\$39.95
RAL10517	DR MORDENHEIMS LABORATORY	\$31.95
RAL10519	PLANESCAPE BOXED MINIATURES	\$39.95
RAL10520	POWERS OF CHAOS PLANESCAPE	\$34.95
RAL10521	POWERS OF LAW PLANESCAPE	\$34.95
RAL10522	POWERS OF CONFLICT	\$44.95
RAL10523	BIRTHRIGHT ABOMINATIONS	\$44.95
RAL10524	PERSONALITIES OF THE BLOOD	\$32.50
RAL10530	HEROES OF FORGOTTEN REALMS (10)	\$29.95
RAL10531	DR EYES OF MORGELIN (10)	\$33.95
RAL10566	LORD SOUTH'S CHARGE (10)	\$53.95



RAL01182	DWARF DRAGON FIGHTERS (3)	\$9.95
RAL01183	DWARF SHIELD MAIDENS (3)	\$9.95
RAL01184	EVIL DRAGON AND CAPTIVE	\$17.95
RAL01185	ORSAN-DWARF ADVENTURER	\$12.95
RAL01186	MIZOR SUMMONED DEMON LORD	\$8.95
RAL01313	TROLL GIANT WITH STONE AXE	\$10.95
RAL01314	BRASS DRAGON	\$17.50
RAL01401	WHITE WIZARD	\$10.95
RAL01402	CARN. WARRIOR/MAGE	\$10.95
RAL01403	LYMBORIC. HIGH ELF W/LORD	\$9.95
RAL01404	LEONARA. WARRIOR CHAMPION	\$11.50
RAL01405	CZARCHON. WITTH KING	\$9.95
RAL01406	EVIL. SUPERHERO W/AXE & SHLD	\$10.95
RAL01407	LADIN MTD W/WORD & SHLD	\$10.95
RAL01408	BLACK PRINCE MTD W/AXE & LANCE	\$9.95
RAL01409	CIMEROO GOLDEN EYE	\$11.50
RAL01410	SIMON PENITENT	\$11.50
RAL01411	MANDRONE THE EXORCIST	\$12.95
RAL01412	VALAZ RAVENHEART	\$11.50
RAL01413	BROK THE MALEVOLENT	\$12.95
RAL01414	SARAK BLOODBEAST	\$12.95
RAL01415	BARON DIABOLAK DEATH KNIGHT	\$12.95
RAL01416	LADY PALADIN MTD & FT	\$12.95
RAL01417	NOMAD WARRIOR WOMAN (FT&MTD)	\$12.50
RAL01504	TAKHISIS RULER CHROMATIC DRAGON	\$119.95
RAL01506	SLAVE ELECTRON LIMITED EDITION	\$99.95
RAL01601	DWARF CHAMPION W/WORD (1)	\$3.50
RAL01602	ORC KING W/WORD (1)	\$3.50
RAL01603	NECROMANCER W/WAND (1)	\$3.50
RAL01604	CHAOS DEATHMASTER W/WORD (1)	\$4.50
RAL01605	GNOME MASTER THIEF W/WORD (1)	\$3.50
RAL01700	MAN WITH MEGALICTS	\$8.95
RAL01701	MAN WITH CAVE LION	\$8.95
RAL01702	MALE WITH RUNNING HYENA	\$8.95
RAL01703	WOMAN WITH SWORDMISTRESS	\$8.95
RAL01710	HUNTRESS AND HUNTING DRAGON	\$11.95
RAL01711	IVEA THE BATTLE QUEEN & WOLF	\$6.95
RAL01712	VELOCIRAPTORS	\$13.50

## 3-STAGE CHARACTERS

Each with 3 x 25mm figures representing low, mid, high character classes.

RAL01315	FIGHTER PLAYER CHARACTER (3)	\$9.95
RAL01316	RANGER PLAYER CHARACTER (3)	\$9.95
RAL01317	MAGIC USER/PLAYER CHARACTER (3)	\$9.95
RAL01318	HOBBIT THIEF 3-STAGE CHRCR (3)	\$9.95
RAL01319	ELF THIEF PLAYER CHARACTER (3)	\$9.95
RAL01320	PALADIN PLAYER CHARACTER (3)	\$9.95
RAL01321	HUMAN ASSASSIN 3-STAGE CHRCR (3)	\$9.95
RAL01322	BARBARIAN PLAYER CHARACTER (3)	\$9.95
RAL01323	DWARF FIGHTER (3 STAGE) (3)	\$9.95
RAL01324	ELF FIGHTER (3 STAGE) (3)	\$9.95
RAL01325	DRUID (3 STAGE) (3)	\$9.95
RAL01326	CLERIC 3-STAGED CHARACTER (3)	\$9.95
RAL01328	ANTI-PALADIN (3)	\$9.95
RAL01329	ELF FIGHTER/MAGE (3)	\$9.95
RAL01330	FIGHTER W/AXE (3)	\$9.95
RAL01332	FEMALE FIGHTERS (3)	\$9.95
RAL01333	WIZARD MAGE W/STAFF (3)	\$9.95
RAL01334	GNOME ILLUSIONIST (3)	\$9.95
RAL01336	NINJA PLAYER CHARACTER (3)	\$9.95
RAL01337	FEMALE MAGIC USER (3)	\$9.95
RAL01339	DROW ELF PLAYER CHARACTER	\$9.95

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Blister with 4 - 6 foot or 2 - 3 cavalry

RAL02001	HIGH ELF IRREGULARS WITH SWORDS (6)	\$14.50
RAL02002	HIGH ELF IRREGULARS WITH POLEARMS (6)	\$14.50
RAL02003	HIGH ELF IRREGULARS WITH SPEARS (6)	\$14.50
RAL02004	HIGH ELF IRREGULARS FIRING BOWS (6)	\$14.50
RAL02005	FEMALE HIGH ELF IRREGULARS W/BOWS (6)	\$14.50
RAL02006	HIGH ELF REGULARS WITH AXES (6)	\$14.50
RAL02007	HIGH ELF REGULARS WITH SPEARS (6)	\$14.50
RAL02008	HIGH ELF REGULARS WITH BIG AXES (6)	\$14.50
RAL02009	HIGH ELF REGULARS FIRING BOWS (6)	\$14.50



02-008

High Elven Regulars w/ Axe (6)



02-182

Skeletons w/Bows (6)

RAL02010	FEMALE HIGH ELF REGULARS W/BOWS (6)	\$14.50
RAL02011	REGULARS W/ SWORDS (6)	\$14.50
RAL02012	REGULARS W/ SERGEANTS (6)	\$15.50
RAL02013	DWARVEN ENGINEERS (6)	\$12.95
RAL02014	DWARVEN AXEMEN (6)	\$12.95
RAL02015	ELITE DWARF AXEMEN MIXED (6)	\$12.95
RAL02016	DWARVES WITH 2 HANDED AXES (6)	\$12.95
RAL02017	DWARVEN CAVALRY (3)	\$12.95
RAL02018	DWARVEN ARQUEBUSIERS (6)	\$12.95
RAL02019	DWARF W/HAMMER (6)	\$12.95
RAL02020	DWARVEN SWORDSMEN (6)	\$12.95
RAL02021	DWARF W/CROSSBOW (6)	\$12.95
RAL02022	DWARVEN COMMAND (4)	\$12.95
RAL02023	SKELETON COMMAND (4)	\$12.95
RAL02024	SKELETAL KNIGHT	\$12.95
RAL02025	SKELETAL ARCHERS	\$12.95
RAL02026	ASSTD SKELETAL MELEE	\$12.95
RAL02027	DEALERS OF DEVASTATION	\$12.95
RAL02028	GOBLIN COMMAND (4)	\$12.95
RAL02029	GOBLIN SPEARMEN (6)	\$13.95
RAL02030	GOBLIN SWORDSMEN (6)	\$12.95
RAL02031	GOBLIN ARCHERS (6)	\$12.95

RAL02034	GOBLIN BERSERKERS (6)	\$13.95
RAL02035	GOBLIN WOLF RIDER (3)	\$28.50
RAL02036	GOBLIN WOLF ARCHERS	\$14.95
RAL02037	LESSER ORC ARCHERS	\$12.95
RAL02038	LESSER ORC MELEE TROOPS	\$12.95
RAL02039	MIXED ORC SPEARMEN (6)	\$12.95
RAL02040	MIXED ORC SWORDSMEN (6)	\$12.95
RAL02041	KORGS KILLERS (6 ORCS)	\$12.95
RAL02042	ORC ARCHERS (6)	\$12.95
RAL02043	ORC COMMAND GROUP	\$12.95
RAL02044	ORC LEGIONARIES (6)	\$13.50
RAL02045	ORC HEAVY LEGIONARIES (6)	\$13.95
RAL02046	ORC LIGHT ARCHERS (6)	\$13.50
RAL02047	ORC GLADIATOR AUXILIARIES (6)	\$12.95
RAL02048	ORC LEADER & GUARDS (3)	\$13.50
RAL02049	WOLF RIDERS MIXED	\$12.95
RAL02050	WOLF RIDERS & WOLF	\$12.95
RAL02051	CENTAUR SKIRMISHERS	\$12.95
RAL02052	LORD GOODWINS COMMAND (4)	\$11.50
RAL02053	KNIGHTS OF JUSTICE (3)	\$12.95
RAL02054	LANCERS OF JUSTICE (3)	\$12.95
RAL02055	LEGION OF JUSTICE ARCHERS (6)	\$12.95
RAL02056	JUSTICE LEGION FOOT SOLDIERS 6	\$12.95
RAL02057	TROLL SHAMAN & LEADER	\$12.95
RAL02058	TROLL STANDARD	\$12.95
RAL02059	ORC ROCK THROWERS	\$12.95
RAL02060	TROLL HEAVY INFANTRY	\$12.95
RAL02061	TROLL LIGHT INFANTRY	\$12.95
RAL02062	OGRE COMMANDER (1)	\$8.50
RAL02063	OGRE STANDARD (1)	\$8.95
RAL02064	OGRE HEAVY ASSAULT TROOPS (2)	\$13.50
RAL02065	OGRE WARRIOR (2)	\$13.50
RAL02066	OGRE SPEARMAN (2)	\$13.50
RAL02067	OGRE CHAMPION & HERALS	\$15.50
RAL02068	OGRE GUARDSMEN (2)	\$15.50
RAL02069	DWARF BOMBARD & (3) CREW	\$12.95
RAL02070	DWARF FLMRTHR & (4) CREW	\$18.50
RAL02071	DWARF CATAPULT & (3) CREW	\$19.50
RAL02072	WOLF CATAPULT & (3) CREW	\$19.50
RAL02073	OGRE BALLIST (1)	\$19.95
RAL02074	SKELETONS FOOT COMMAND GROUP (5)	\$14.50
RAL02075	SKELETONS WITH SWORDS (6)	\$14.50
RAL02076	SKELETONS WITH BOWS (6)	\$14.50
RAL02077	SKELETONS WITH SPEARS (6)	\$14.50
RAL02078	ARMORED SKELETONS WITH SWORDS (6)	\$14.50
RAL02079	LIGHT SKELETON CAVALRY (2)	\$15.95
RAL02080	ARMORED SKELETON CAVALRY (2)	\$17.95
RAL02081	SKELETON MOUNTED COMMAND (2)	\$17.95
RAL02082	REAVERS (BARBARIANS) MARINES (6)	\$17.95
RAL02083	REAVERS (BARBARIANS) SLAYERS (6)	\$14.50
RAL02084	TYRANTS: BARBARIANS W/2 HND WPNS (6)	\$14.50
RAL02085	TYRANTS: BARBARIANS WITH SHIELDS (6)	\$14.50
RAL02086	TYRANTS WITH SPEARS (6)	\$14.50
RAL02087	BARBARIAN EMPIRE FOOT COMMAND	\$14.50
RAL02088	SAVAGES: BOWMEN (6)	\$14.50
RAL02089	SAVAGES: SKIRMISHERS (6)	\$14.50
RAL02090	HORDE LORDS-LANCERS (2)	\$19.95
RAL02091	AMAZON HORSE ARCHERS (2)	\$19.95

## FANTASY CHARACTERS

Each blister contains 1 25mm figure.

RAL02214	HIGH ELF FIRING BOW (1)	\$3.50
RAL02215	HALFINGS W/BOWS & SLINGS	\$3.50
RAL02216	FIGHTER IN PLATEMAIL W/HELMET	\$3.50
RAL02217	PALADIN W/GREATSWORD	\$3.50
RAL02218	RANGER IN MAIL W/BOW	\$3.50
RAL02219	CHAOTIC WARRIOR W/GREATSWORD	\$3.50
RAL02220	CHARGING FIGHTER	\$3.50
RAL02221	HEROIC KNIGHT	\$3.50
RAL02222	FEMALE FIGHTER W/ROUND SHIELD	\$3.50
RAL02223	CAVALIER KNIGHT	\$3.50
RAL02224	MASTER THIEF	\$3.50
RAL02225	BRIAND THIEF	\$3.50
RAL02226	CLOAKED ASSASSIN	\$3.50
RAL02227	NINJA ASSASSIN	\$3.50
RAL02228	ROGUE THIEF	\$3.50
RAL02229	FEMALE ADVENTURER THIEF (1)	\$3.50
RAL02230	ELVEN THIEF (1)	\$3.50
RAL02231	WIZARD W/STAFF	\$3.50
RAL02232	ILLUSIONIST CONJURING	\$3.50
RAL02233	EVIL WIZARD W/SKULL STAFF	\$3.50
RAL02234	WIZARD W/RUNESWORD	\$3.50
RAL02235	FEMALE MAGIC USER	\$3.50
RAL02236	ARMORED CLERIC	\$3.50
RAL02237	DRUID	\$3.50
RAL02238	INQUISITOR W/SWORD OF JUSTICE	\$3.50
RAL02239	FEMALE CLERIC	\$3.50
RAL02240	BARD	\$3.50

## FANTASY MONSTERS

Blister with 1 or ( ) scale metal figures.

RAL02401	GREAT FIRE DRAGON	\$19.95
RAL02402	WERETIGER	\$4.50
RAL02403	GARGOYLE	\$4.95
RAL02404	DEMON	\$4.50
RAL02405	ARMORED MINOTAUR W/SPEAR	\$4.50
RAL02406	HELL HOUNDS (3)	\$8.95
RAL02407	LION CENTAURS	\$8.95
RAL02408	FROST GIANT	\$12.95
RAL02409	TREE SHEPHERD	\$15.95
RAL02410	GREATER CAT LORD	\$8.50
RAL02411	GLADIATOR DEMON	\$10.95
RAL02412	GARGOYLES (4)	\$11.95
RAL02413	DEMON TREE (1)	\$9.95
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# Miniatures & Miniatures' Rules: Fantasy - 61

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## WOOD ELF BLISTERS

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HAR1005	Skeleton Warriors Sword or Axe & Shield (3)	\$8.95
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HAR8204 Drakul Fighters

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HAR4209	High Elf Veteran Swordsmen (3)	\$8.95
HAR4210	High Elf Militia Archers (3)	\$8.95
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HAR4205 High Elf Swordsmen

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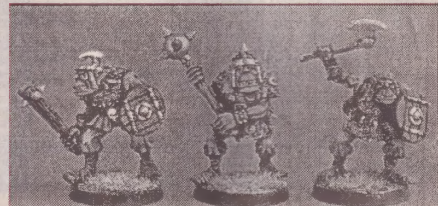
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### ORCS & GOBLINS

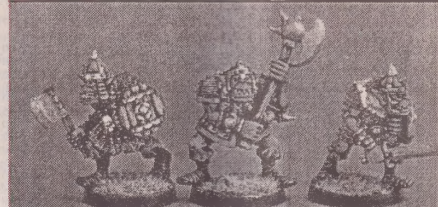
By Harlequin Miniatures. 100% compatible for Warhammer Fantasy.

By Kev Adams. Orcs wearing Chain-Mail Armor

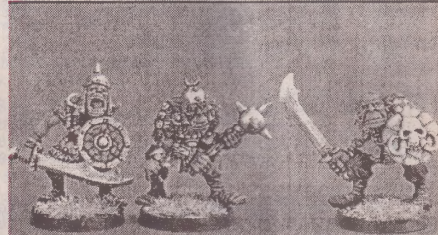
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2302 A/B/C Barnorsk Orc Fighters



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7118 Chimera



7120 Hippogriff

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HAR9013 Dwarves at Arms

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HAR4004	Wood Elf Warriors with Sword & Shield (3)	\$8.95
HAR4005	Wood Elf Archers II (3)	\$8.95
HAR4006	Wood Elf Fighters, Bowman, Spearman, Swordsman(3)	\$8.95
HAR4007	Wood Elf Archers III (3)	\$8.95
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HAR4010 Wood Elf Command

## BEASTIES

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# ACCESSORIES

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**JED Gem Dice** More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. **\$1.00**

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**KOP Glow In The Dark 7 Dice Set** For those who love night missions and want to add a little atmosphere by playing in the real dark. A glow in the dark D4, D6, D8, D10, D12, & D20. **\$12.95**

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**KOP 30 Sided Gem Dice** A large 30 sided transparent dice, in assorted colors. **\$4.95**

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**KOP Skunk 6 Sided Dice** A 16mm 6 sided dice with a loveable skunk instead of a '1'. **\$2.00**

**KOP Teddy Bear 6 Sided Dice** 16mm 6 sided dice witha cute teddy bear instead of a '1'. **\$2.00**

**KOP Unicorn 6 Sided Dice** A 16mm 6 sided dice with a unicorn instead of a '1'. **\$2.00**

**KOP Bone Dice 18mm 6 Sided** 6 sided 18mm dice the color of bone and shaped like your knuckles. Look cute and roll very well. **\$1.95**

**KOP Opaque Round Dice 6 Sided** What? How can you have a round die? Well, each die is perfectly round, and has spots from 1 to 6. And inside the die is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. **\$2.75**

**KOP Neon Round Dice 6 Sided** Another round die the same as above, except this one also glows in the dark. Shame we ain't got glow in the dark screens or miniatures! **\$2.75**

**CHX Elemental Dice** These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals*, *Sea Elementals*, *Fire Elementals*, *Earth Elementals*. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) **\$10.95 each**

**CHX Speckled Dice** These are stunning speckled dice like the *Elemental Dice*. The colors available are: Jungle Camouflage, Strawberry, Blueberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest, Pluto, Venus, Mercury, Terra, Uranus, Mars. All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. **\$10.95 each**

**CHX 22mm D6 Speckled Dice (3)** These are the same style of speckled die as the *Elemental Dice*, except bigger! Each set includes 3 of the same type of speckled 22mm D6 dice. Colors are: Desert, Jungle, Water, Fire, Sun and Earth. **\$7.00**

**CHX 36mm D6 Speckled Dice** These are the same style of speckled die as the *Elemental Dice*, except bigger! You get one large 36mm D6 die. Colors are: Air, Fire, Earth, Water, Jungle and Desert. **\$11.00**

**ARMEDIE-100 BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. **\$5.95** The dice are also available individually for **\$1.20** each. They are House Kurita, House Steiner, House Liao, Clan Ghost Bear, Wolf's Dragoons, and Wolfnet.

**KOP Small Dice Bag** A cloth dice bag 4" by 5" in size. Several different colors. **\$4.00**

**KOP Large Dice Bag** A cloth dice bag 6" x 9" in size. Several different colors. **\$8.00**

CITADEL ACCESSORIES		
CIT83910	SUPER GLUE	\$10.00
CIT839155	LIQUID POLY CEMENT	\$7.00
CIT97003	GW FIGURE CASE	\$31.50
CITFLOCK	GRASS GREEN MODELLING FLOCK	\$7.00
CIT0096	MODELLING SAND	\$7.00
Fine sand a light buff color - good stuff		
CIT0095	MODELLING GRAVEL	\$7.00
Course ocre/brown color pebbles. Great for small rocks.		
CIT420200	METAL CLIPPERS	\$13.00
Sharp, powerful clippers, perfect for white metal figs.		
CIT42031	CITADEL FINE FILES (2)	\$10.00
CIT720320	PIN VICE AND DRILLS	\$16.00
CIT420350	TAPE MEASURE	\$13.00
CIT420360	MODELLING KNIFE	\$10.00

CITADEL PLASTIC BASES		
CIT841929	25MM FANTASY BASES	\$4.50
CIT841943	CAVALRY BASES	\$4.50
CIT841950	MONSTER BASES	\$4.50
CIT841967	FLYING BASES	\$4.50
CIT841974	EPIC BASES	\$4.50
CIT841981	WARHAMMER 40k BASES	\$4.50
CIT841998	20MM FANTASY BASES	\$4.50

CITADEL CATALOGS		
GAM0725	CITADEL MINIATURES 1994 CAT	\$16.00
GAM0726	CITADEL MINIATURES CAT # 4	\$16.00
GAM0727	CITADEL MINIATURES CAT 1 & 2	\$29.95
GAM0729	CITADEL MINIATURES CAT # 3	\$16.00
CIT0723	1995/96 CITADEL ANNUAL	\$20.00

CITADEL DICE		
CIT797202	SUSTAIN FIRE DICE	\$5.00
CIT797219	BLOCKING DICE	\$4.50
CIT137299	WARHAMMER BATTLE DICE	\$5.50
CIT137312	WARHAMMER ARTILLERY DICE	\$5.50

CITADEL PAINTING GUIDES		
CIGWB05	EAVY METAL PAINTING GUIDE	\$23.95
CIGWB07	EAVY METAL MODELLING GUIDE	\$29.95
CIGWB09	WARHAMMER ARMIES PAINTING GUIDE	\$29.95

# PAINT &



# 64 - Miniatures & Miniatures' Rules: Paints & Accessories

KOP Middle Sized Suede Dice Bag A suede dice bag 6" x 7" in size. Just suede color. \$11.00

KOP Large Suede Dice Bag A suede dice bag 7" x 8" in size. Just suede color. \$14.00

## Wargames Accessories

AH Avalon Hill Counter Tray A clear plastic counter tray with lid and dice-wells for forgetful gamers! \$5.00

ARM Hex Pad Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other. \$3.00

## Miniatures Accessories

ARM0090/12 Metal Needle Files Set (12) A magnificent set of twelve different miniature files for using on miniatures. Each handle is scored to enable a strong grip, and the files include a flat rectangular file, flat pointed file, 2 different round files, triangular file, square file, round files, etc. Fantastic value. \$29.95

ARM17018BL Grip Art Knife with Black Handle A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. \$5.95

ARMP-319 Dual Helping Hand with Magnifier A great aid to painting miniatures. This is an extra pair of hands. It includes a sturdy, weighted base with two adjustable grips for holding any miniature or part, and an adjustable magnifying glass 65mm in diameter, so that you can paint those tiny details without going blind, while the grips hold the figure motionless. No more shaky hands. \$31.95

WEL Magtags - Adhesive Magnets (100 x 4cm x 2cm) Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. \$8.00

JED Thick Figure-Basing Cardboard We have perfect cardboard for basing your figures on, especially for DBM and Non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) \$3.50

MP Milliput Standard A versatile putty which adheres to and will seal or bond metals, wood, plastics, glass, tile brick, etc. \$8.00

## FLOCKIT

This product is not glue as such, but it is a specially formulated pigmented flocking paste. What does that mean? It means, after you have stuck your figures on their bases, and maybe added some texture to the base with clay or putty, you then paint the base with FLOCKIT and immediately put CITADEL or K&M Flock upon the FLOCKIT. The FLOCKIT comes in four colors, so choose one that suits the color Flock you are using. Pots are 300ml - big! This is great stuff.

FLOCKIT Grass Green (perfect for Citadel Flock) \$19.00  
FLOCKIT Dry Earth (light brown) \$19.00  
FLOCKIT Lush Earth (chocolate brown) \$19.00  
FLOCKIT Weathered Grey (slate grey) \$19.00

## CHESSEX FIGURE CASES

CHX2850 80 Compartments (2 Pre-cut foam inserts) \$45.00  
Suitable for 25mm humanoid figures.  
CHX2851 56 Compartments (2 Pre-cut foam inserts) \$45.00  
Can carry 28 mechs, or 56 larger 25mm figures.  
CHX2852 40 Compartments (1 Pre-Cut foam insert) \$45.00  
Various compartment sizes, for large figures.

## CITADEL PAINT

PAINT SETS  
CIT0070 TITAN LEGIONS PAINT SET \$19.00  
CIT0071 GLAZES PAINT SET \$19.00  
CIT0072 SHADING WASHES \$19.00  
CIT0074 TYRANIDS PAINT SET \$19.00  
CIT0076 ELDER ASPECT PAINT SET \$19.00  
CIT0077 ELDER CRAFTWORLDS PAINT SET \$19.00  
CIT0078 ORK & GRETCHIN PAINT SET \$19.00  
CIT0081 DARK ANGELS PAINT SET \$19.00  
CIT0088 HIGH ELVES PAINT SET \$19.00  
CIT0089 CITADEL COLOR PAINT SET \$31.00

PAINTS  
CIT83301 SKULL WHITE \$3.50  
CIT83302 CHAOS BLACK \$3.50  
CIT83303 BLOOD RED \$3.50  
CIT83304 SUNBURST YELLOW \$3.50  
CIT83307 GOBLIN GREEN \$3.50  
CIT83308 FIERY ORANGE \$3.50  
CIT83310 RUBY RED \$3.50  
CIT83311 REGAL BLUE \$3.50  
CIT83312 SNEELEY PRIMER \$3.50  
CIT83313 ULTRAMARINES BLUE \$3.50  
CIT83314 BLAZING ORANGE \$3.50  
CIT83315 DARK ANGELS GREEN \$3.50  
CIT83316 BAD MOON YELLOW \$3.50  
CIT83317 BLEACHED BONE \$3.50  
CIT83320 ENCHANTED BLUE \$3.50

BRONZED FLESH \$3.50  
SNAKEBITE LEATHER \$3.50  
LEPROUS BROWN \$3.50  
WARLOCK PURPLE \$3.50  
LIGHTNING BOLT BLUE \$3.50  
LICHE PURPLE \$3.50  
VERMIN FUR \$3.50  
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SNOT GREEN \$3.50  
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JADE GREEN \$3.50  
DWARF FLESH \$3.50  
BLOOD ANGELS RED \$3.50  
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BUBONIC BROWN \$3.50  
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METALLICS  
CIT83305 MITHRIL SILVER \$5.00  
CIT83306 SHINING GOLD \$5.00  
CIT83309 CHAINMAIL \$5.00  
CIT83318 TIN BITZ \$5.00  
CIT83347 BOLTGUN METAL \$5.00  
CIT83348 POLISHED BLUE \$5.00  
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CIT83352 GLISTENING GREEN \$5.00  
CIT83364 BRAZEN BRASS \$5.00  
CIT83370 BURNISHED GOLD \$5.00

WASHES AND GLAZES  
CIT83319 RED WASH \$3.50  
CIT83336 FLESH WASH \$3.50  
CIT83337 ORC FLESH WASH \$3.50  
CIT83338 BLUE WASH \$3.50  
CIT83339 YELLOW WASH \$3.50  
CIT83340 BROWN WASH \$3.50  
CIT83341 CHESTNUT WASH \$3.50  
CIT83342 ARMOR WASH \$3.50  
CIT83353 ORANGE WASH \$3.50  
CIT83356 PURPLE WASH \$3.50  
CIT83357 BLACK WASH \$3.50  
CIT83371 GREEN WASH \$3.50  
CIT83374 YELLOW GLAZE \$3.50  
CIT83355 BLUE GLAZE \$3.50  
CIT83372 RED GLAZE \$3.50  
CIT83373 GREEN GLAZE \$3.50  
CIT83374 PURPLE GLAZE \$3.50  
CIT83375 TURQUOISE GLAZE \$3.50

CITADEL PAINT BRUSHES  
CIT83880 FINE DETAIL BRUSH \$6.00  
CIT83881 SMALL DRYBRUSH \$7.50  
CIT83882 STANDARD BRUSH \$6.00  
CIT83883 DETAIL BRUSH \$6.00  
CIT83885 LARGE DRYBRUSH \$7.50  
CIT83886 BASECOAT BRUSH \$6.00  
CIT83887 PAINT BRUSH SET \$17.00  
CIT83888 LARGE BRUSH \$7.50

CITADEL SPRAY PAINTS  
CIT0066 SHADOW GREY SPRAY \$10.00  
CIT0068 DARK ANGEL GREEN SPRAY \$10.00  
CIT0069 ULTRAMARINE BLUE SPRAY \$10.00  
CIT0090 BLACK PRIMER SPRAY \$15.50  
CIT0091 WHITE PRIMER SPRAY \$15.50  
CIT0093 CLEAR VARNISH SPRAY \$15.50

## Ral Partha

### PAINT SETS

RAL77730 PARTHA FANTASY PAINTS \$25.00  
Silver, gold, black, white, blue, green, red, yellow, brush & figure.  
RAL77740 AUTUMN COLOURS \$18.00  
Autumn gold, khaki, brown, woodbrown, pine green, armor grey.  
RAL77741 SUMMER COLOURS \$18.00  
Flaxen yellow, adobe & dunkel brown, evergreen, armor grey, olive.  
RAL77750 CHAOS WAR COLOURS \$18.00  
Mold, slate, burgundy, metallic blue, green & red.  
RAL77790 SILKS AND SATINS AD&D \$16.00  
Royal blue, lavender, blue, royal red, white, green.  
RAL77791 NATURAL COLORS AD&D \$16.00  
Werewolf brown, yellow, pink, elemental orange, moss green, blue.

### ACCESSORIES

RAL77725 SPRAY PRIMER \$9.00  
RAL77726 SPRAY CLEAR MATTE SEALER \$9.00  
RAL77727 DRAGONSCALE METALLIC CREAMS \$19.50  
RAL77728 BRUSH KIT \$15.00  
RAL77729 SPONGE APPLICATOR BRUSHES \$2.50  
RAL77733 CLEAR HANDLED PAINT BRUSH KIT \$29.95  
6 different plastic & metal brushes with sable hair and screw-off caps.  
RAL77734 BLACK HANDLED PAINT BRUSH KIT \$29.95  
6 different plastic & metal brushes with sable hair and screw-off caps.

### INDIVIDUAL POTS 25ml

RAL77701 GOLD METALLIC \$3.50  
RAL77702 SILVER METALLIC \$3.50  
RAL77703 BRONZE METALLIC \$3.50  
RAL77704 STEEL \$3.50  
RAL77705 FLESH \$3.50  
RAL77706 WHITE \$3.50  
RAL77707 GRAY \$3.50  
RAL77708 BLACK \$3.50  
RAL77709 SHAMROCK GREEN \$3.50  
RAL77710 FOREST GREEN \$3.50  
RAL77711 DUN \$3.50  
RAL77712 LEATHER \$3.50  
RAL77713 RED BROWN \$3.50  
RAL77714 DARK BROWN \$3.50

RAL77715 IVORY \$3.50  
RAL77716 YELLOW \$3.50  
RAL77717 ORANGE \$3.50  
RAL77718 RED \$3.50  
RAL77719 SKY BLUE \$3.50  
RAL77720 TRUE BLUE \$3.50  
RAL77721 DARK BLUE \$3.50  
RAL77722 COPPER METALLIC \$3.50  
RAL77723 PURPLE \$3.50  
RAL77731 KHAKI \$3.50

RAL77901 AGED METAL AD&D \$3.50  
RAL77902 FROST GIANT WHITE AD&D PAINT \$3.50  
RAL77903 BONE WHITE \$3.50  
RAL77904 MIST GLOW WHITE \$3.50  
RAL77905 STONE \$3.50  
RAL77906 NIGHTMARE BLACK \$3.50  
RAL77907 DROW FLESH \$3.50  
RAL77908 MINOTAUR FUR \$3.50  
RAL77909 HELHOUND BROWN \$3.50  
RAL77910 DAMSEL FLESH \$3.50  
RAL77911 WARRIOR FLESH \$3.50  
RAL77912 CLERIC BROWN \$3.50  
RAL77913 GUTS PINK \$3.50  
RAL77914 FIREKIN RED \$3.50  
RAL77915 DRAGON SCALE RED \$3.50  
RAL77916 DRAGON TONGUE PURPLE \$3.50  
RAL77917 MIND FLAYER MAUVE \$3.50  
RAL77918 ASTRAL BLUE \$3.50  
RAL77919 DRAGON SCALE BLUE \$3.50  
RAL77920 PALADIN BLUE \$3.50  
RAL77921 LANTERN LIGHT YELLOW \$3.50  
RAL77922 TROLL FLESH GREEN \$3.50  
RAL77923 ELVEN GREEN \$3.50  
RAL77924 SLIME \$3.50

### The All New Ral Partha Paint Range

RAL77801 MEDIUM GRAY \$3.50  
RAL77802 DARK GREY \$3.50  
RAL77803 SLATE \$3.50  
RAL77804 OLIVE \$3.50  
RAL77805 TAN \$3.50  
RAL77806 CAUCASIAN SKIN TONE \$3.50  
RAL77807 SUNTAN SKIN TONE \$3.50  
RAL77808 AMERICAN INDIAN SKIN TONE \$3.50  
RAL77809 ASIAN SKIN TONE \$3.50  
RAL77810 EAST INDIAN SKIN TONE \$3.50  
RAL77811 AFRICAN SKIN TONE \$3.50  
RAL77812 DUNKEL BROWN \$3.50  
RAL77813 PINK \$3.50  
RAL77814 BLOOD RED \$3.50  
RAL77815 VIOLET \$3.50  
RAL77816 PLUM \$3.50  
RAL77817 LIGHT BLUE \$3.50  
RAL77818 FLOURESCENT BLUE \$3.50  
RAL77819 FLOURESCENT GREEN \$3.50  
RAL77820 FLOURESCENT YELLOW \$3.50  
RAL77821 FLOURESCENT RED \$3.50  
RAL77822 FLOURESCENT MAGENTA \$3.50  
RAL77823 CLEAR BRUSH ON SEALER \$3.50  
RAL77824 BLACK BRUSH ON PRIMER \$3.50

## Paint Brushes

We've managed to pick up a great range of cheap, beautiful paint brushes. By the Farnville, size 20/0 extremely fine brush's bristles are made of sable, the others are all high quality white taklon that wash and keep very well, and which are a dream to use. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

SERIES 424 SIZE 20/0 EXTREMELY FINE SABLE (1) \$2.95  
SERIES 200 SIZE 10/0 EXTREMELY FINE TAKLON (1) \$2.25  
SERIES 200 SIZE 5/0 VERY FINE TAKLON (1) \$2.25  
SERIES 200 SIZE 3/0 FINE TAKLON (1) \$2.25  
SERIES 200 SIZE 2/0 SMALL GENERAL PURPOSE TAKLON \$2.40  
SERIES 200 SIZE 0 MEDIUM GENERAL PURPOSE TAKLON \$2.40  
SERIES 200 SIZE 2 LARGE GENERAL PURPOSE TAKLON \$2.75  
SERIES 200 SIZE 4 LARGER GENERAL PURPOSE TAKLON \$3.35

## Black Wash

One of my secrets to a great paint job. I use Ral Partha acrylic paints to give a basic paint job to all of my 15mm ancient, medieval and even 25mm Warhammer 40,000 figures - without using any shading. Leave the figures at least 6 hours to dry. Then I mix about 1 part Revell Matt Black Enamel to about 20 to 25 parts Revell Matt Varnish Enamel, and then paint the figures thickly with this black wash. The black washes into all the creases and lines to give a beautiful job that looks like I've spent hours painting the figures. For 15mm figures, this black wash completes them. For Warhammer 40,000 figures I then highlight all raised surfaces with lighter colors than I used with the basic paint job.

REVELL2 MATT VARNISH ENAMEL 14ml \$1.95  
REVELL8 MATT BLACK ENAMEL 14ml \$1.95

## Armory Acrylic Metallics

ARMGG-082 METALLICS ACRYLIC PAINT SET (10) \$36.00  
Now released with ten colors each glass jar contains 1 fl.oz., making them much larger than Citadel or Ral Partha, but I recommend you store the jars upside down, to get the thick go on the lids, which you then use as a palette. The colors are: Gold (use as bronze), Brass (use as gold), Bronze (very dark, so use as shading), Silver, Copper, Gunmetal, Chainmail, Platinum, Iron, and Black Pearl.

Please note: Games Workshop, Citadel, Armageddon, Blood Bowl, Chivalry, Dark Angels, Deathwing, Elder, Elder Attack, Elys Metal, Elder, Epic, Genestealer, Slottabase, Space Fleet, Space Marine, Tyrannid, Slottabase, Talisman, Warhammer, White Dwarf are all registered trademarks of Games Workshop Ltd.  
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